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DECEMBER
No. 106
2003

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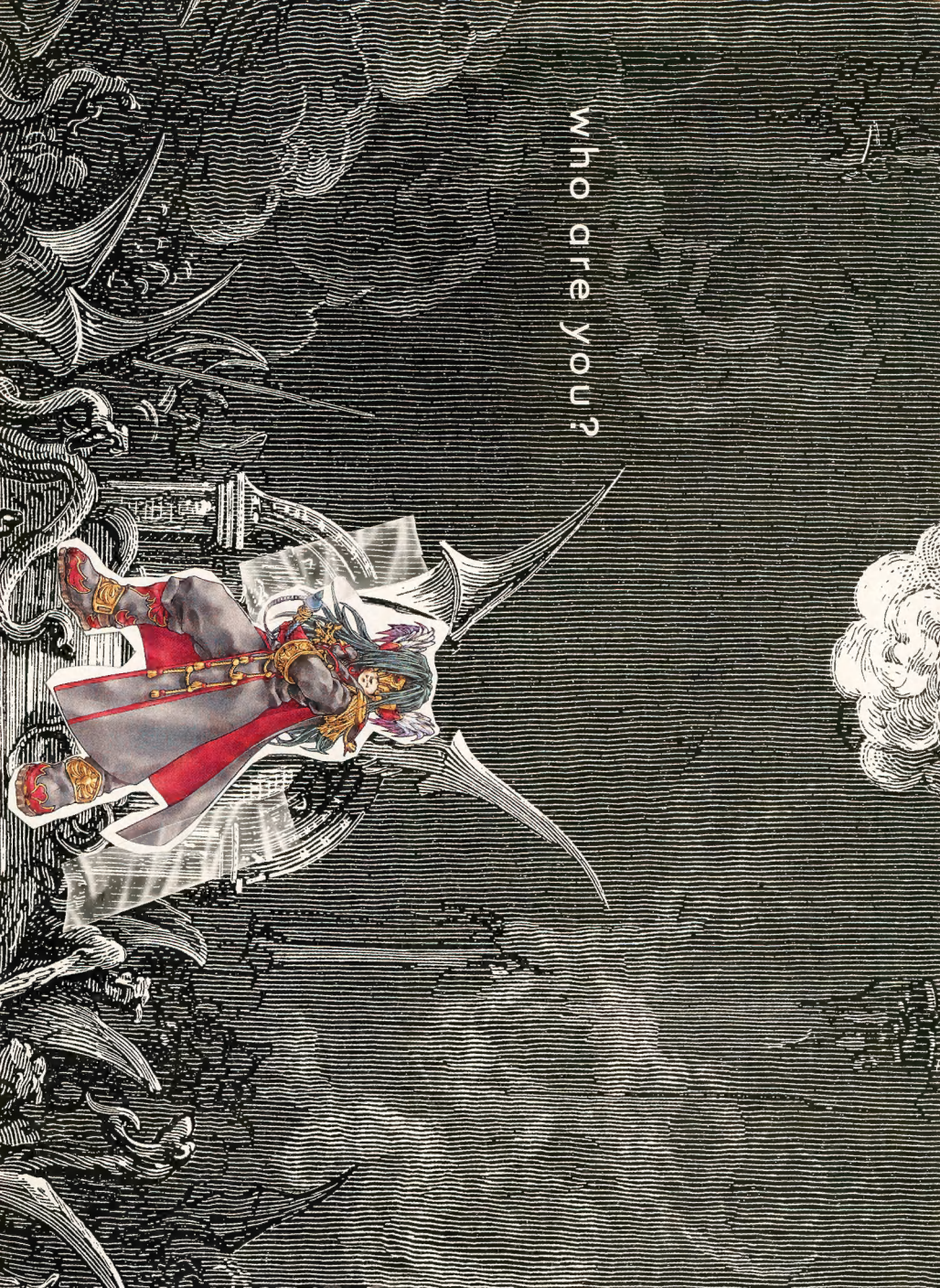
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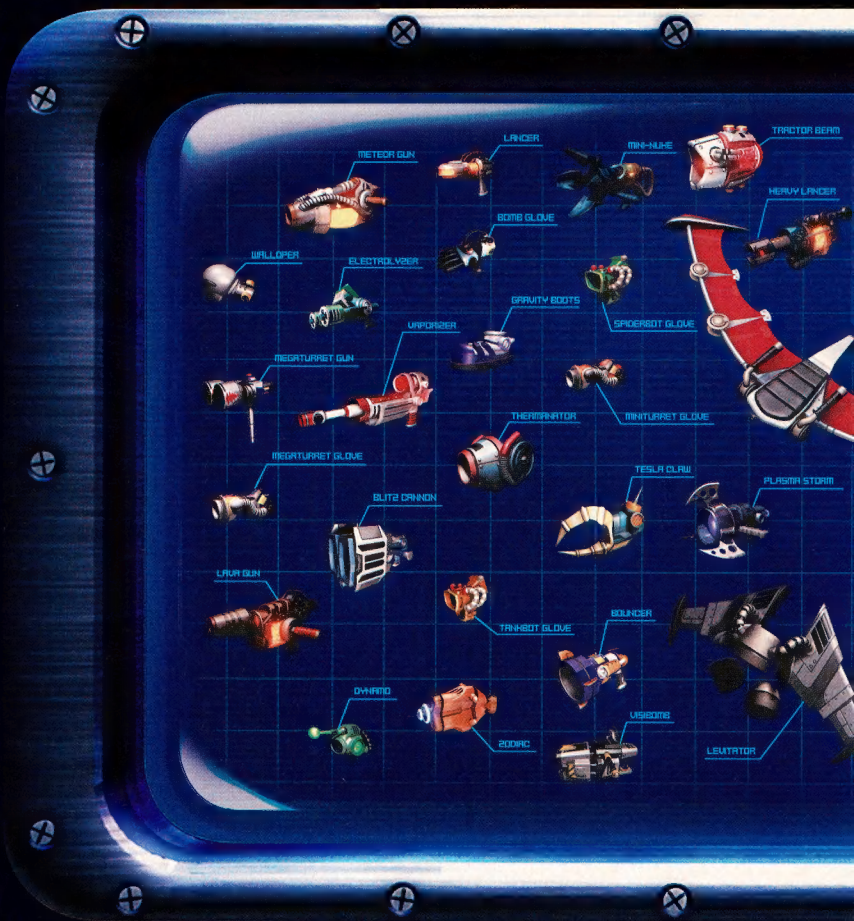


GAME BOY ADVANCE

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who are you?





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LIVE IN YOUR WORLD.
PLAY IN OURS.



Mild Violence

PlayStation.2



Contents

TIPS & TRICKS



With our insider strategy guides and 100% tested cheat codes, *TIPS & TRICKS* serves two different kinds of gamers. Half of our readers are hardcore players who have beaten their games several times over and are looking for ultra-obscure tricks and hidden features that they have missed. The other half are more casual players who just don't have the time or the skills to unlock all of a game's secrets. (There's no shame in being a part of the latter group; some games are just too hard!) No matter what kind of gamer you are, we're sure you'll find some information in this issue that will enlighten you in one way or another. And to help you find it, we've prepared this handy-dandy table of contents...

ON THE COVER:

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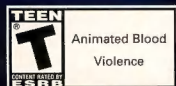
Gravity? Run up walls and tear through levels with moves only the most insane Ninja would try.



Use multiple weapons to take apart any foe that dares stand between Ninja and his missions.



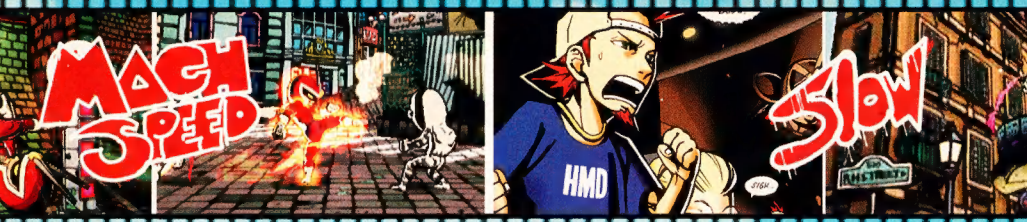
Five huge worlds, mini-quests and grueling missions that will separate the Ninjas from the boys.



PlayStation 2

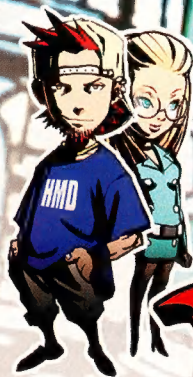


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Got something you want to say to the *TIPS & TRICKS* staff? Mail it to:

TIPS & TRICKS

8484 Wilshire Blvd.

Suite 900

Beverly Hills, CA 90211

We promise not to make fun of your letter, even if you scribble all over it with an orange crayon and draw green smiley faces on it the way one of the following people did...

THE MAGIC WORD

I have some questions and one comment.

- 1) Where do you get your information?
- 2) Are you guys gamers?
- 3) Why don't you guys make thicker books?
- 4) Can you please send me something?

Please write back.

Your fan,

—Donnell Paine
San Diego, CA

- 1) The eyes and ears of *TIPS & TRICKS* are everywhere.
- 2) Of course we're all gamers. We're not all guys, though.
- 3) Because we have to eat and sleep every once in a while.
- 4) Well, OK, since you said "please." But we'd better not get a bunch of letters from other readers asking for stuff. That gets really old after a while.

WHO WANTS TO KNOW?

First of all, I love your magazine! But I need you to answer a few questions:

- 1) When did TDK start making games?
 - 2) What games has TDK made so far?
 - 3) Does Sega Dreamcast have graphics as good as PS2?
- Please put this in the *Readers' Tips* section. Thanks.

—Tom Bowen
San Marcos, CA

1) Hmm...looks like TDK's first game was McDonald's Monogatari (The Tale of McDonald's) for the Game Boy Color, released in July of 2001 (in

Japan only, unfortunately; see the Japan Report column in our October 2001 issue for more info on this unusual game).

2) Geez, there's a whole bunch of them; too many to list here. What are you, some kind of nut?

3) You know, for a system that was developed five years ago, the Dreamcast really has some amazing games that definitely look as good as many PS2 titles. We always hated the name "Dreamcast," but that little machine really won our hearts. *sigh*

LUFTPOST

I have some questions and I was hoping you guys could answer them.

- 1) Where did the Cool Zone section go? And why did it go?
 - 2) On average, how many issues do you guys sell per month?
 - 3) Did anyone in your office ever work for any gaming companies such as Atari or Working Designs?
 - 4) And finally, where do codes come from? Are they all programmed or are some of them glitches?
- Thank you for taking the time to read my letter. I'm glad that you guys put so much effort into each and every issue.

—Colin Frazier
Tübingen-Hagelloch, Germany
P.S. Sorry if you had trouble reading my letter; I'll work on my English.

- 1) The Cool Zone section is still there; we just cut out some of the sillier items and changed the name of the column to Gaming Gear.
- 2) That's confidential info. It's a six-digit number, though.
- 3) As a matter of fact, yes. Jason worked for several game companies (including Capcom and Konami) before landing his current job at *TIPS & TRICKS*, and several of our former editors actually left *TIPS & TRICKS* to take jobs in game development. Editor in Chief Chris B. was interviewed for a job at Atari Corp. back in 1991, but the president of the division refused to hire him because he was a "game goof" (whatever that means). Having observed his behavior in the office on a daily basis, we can testify that he still is.
- 4) Very few of the secrets that you see in *TIPS & TRICKS* are unintentional programming bugs or "glitches." Many of them are cheats which were intentionally programmed in order to allow the games' testers to work their way through the games more quickly. Fortunately, these codes are often left in the games for us to discover.

Your English is just fine, Colin—in fact, your grammar and spelling are better than most of the letters we receive!



The Tale of McDonald's for the Game Boy Color: Would you like fries with that?

U.G.S. (ULTIMATE GAME SYSTEM)

A bunch of kids at my school think that there will be an ultimate gaming system with the PlayStation 2, GameCube and Xbox all together to make millions of dollars. Is this true?

—Alex Gracier
Lincoln, Nebraska
P.S. I love your magazine. And thanks for putting my picture in your 100th issue.

A game system that played games for the PS2, GameCube and Xbox would be a dream come true for every gamer—and it certainly would make millions of dollars! Unfortunately, it's not going to happen. Sorry.

TOKEN OF THE MONTH



A "Richard Jhonson" sent us this month's token. He claims that it comes from "The Fun Time Arcade in Maryland," but we can't find any evidence that it exists.

arcade players and operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name right here! Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month
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FREEZE, ACCELERATE, AND EVEN REVERSE TIME ITSELF. IF I FAIL TO UNDO MY FATAL
MISTAKE, ALL SHALL PERISH WITH ME. MINE IS A FIGHT FOR SURVIVAL... NOT GLORY.



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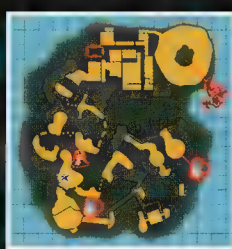
UBISOFT



The sequel to developer Insomniac's hit platform game can be summed up in one of the most overused phrases from the past year: weapons of mass destruction! New weapons can turn enemies into exploding sheep, unleash four remotely controlled bombs or even annihilate every enemy on the screen! Ratchet and his intellectual robot companion are called upon once again to save the galaxy, but the levels are bigger, the enemies are tougher and it's going to take a lot of bolts to survive this new adventure.

MISSIONS & PLATINUM BOLT LOCATIONS

The game flow is the same as the first game: Completing missions will either unlock additional missions in the same world or download coordinates so you can fly to a new planet. There are some missions that can't be completed until you've visited several different planets. There are also a total of 40 Platinum Bolts hidden throughout the levels. These can be used to purchase weapon modifications from Slim Cognito's Weapon Mod-Shop.



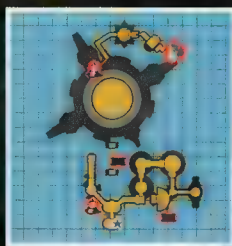
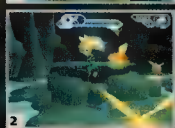
1. PLANET OOZLA

Missions

- Explore the swamp ruins
- Purchase the Tractor Beam (1,000 bolts)
- Find the store entrance (find the Dynamo outside)
- Investigate the Megacorp store

Platinum Bolts

1. After you get the Tractor Beam, use it to move the two columns together so you can reach Platinum Bolt #1 on top of a hill in the same area.
2. Once you've completed all the missions, return to the ship and then walk down the eastern path. A purple grazer will be waiting for you to ride it over to a small cave with Platinum Bolt #2.



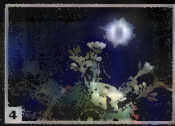
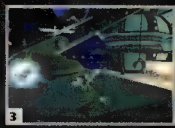
2. MAKTAR NEBULA

Missions

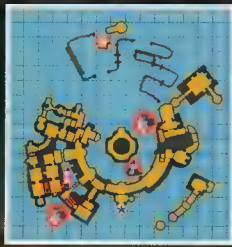
- Find a way to the Thugs-4-Less Jamming Array
- Destroy the signal transponders
- Win the Arena Battle (get the Electrolyzer)
- Repair the energy bridges

Platinum Bolts

1. Get on the first limo and ride over to the ledge with handprints underneath. Climb the ladder and fight a wave of enemies. Platinum Bolt #3 is up on the side to your right, next to a crane.
2. On the Thugs-4-Less Jamming Array, there is a slightly raised circular platform behind and to the left of the limo that brought you up. Use the jump pad on the platform to reach Platinum Bolt #4.



3. PLANET ENDAKO



Missions

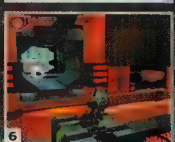
- Rescue Clank from the thief
- Repair Clank
- Free Ratchet
- Visit Clank's apartment (Get Swingshot and Grindboots)
- Shoot down the Thugs-4-Less ship

Special Item

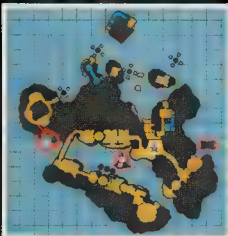
There is a Manotech beacon in the second crane segment you can access after you get the Infiltrator.

Platinum Bolts

1. From the ship, bear right and go east down the path full of trash cans. When you get to the two hovering platforms, go left across the gap and continue past the entrance to the next room. Platinum Bolt #5 is on a ledge below you.
2. When you reach the second set of crane controls, pick up the solid box and place it beneath the raised door in the center room. Then pick up the exploding box and place it on top to blow open the door to expose Platinum Bolt #6.



4. PLANET BARLOW—VUKOUAR CANYON

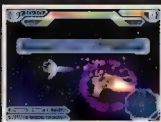


Missions

- Find the Desert Riders
- Repair the broken hoverbike
- Win the hoverbike race (pick up all the turbos and keep them active)
- Scout the ruined machinery
- Free figure in ice
- Purchase the Thermanator (1,000 bolts)
- Battle the native tribesmen

Platinum Bolts

- From the ship, go up the hill behind you and use the Swingshot to get across the chasms. Swim through the first water segment, then look to your left when you exit. There's a narrow ledge on the building you can hang on to. Inch along the wall until you get to another platform carousel; it will lead you to a cave with **Platinum Bolt #7**.
- During the hoverbike race, right after the water jumps, hit the brakes and make a U-turn towards the left. **Platinum Bolt #8** is in an alcove behind you.



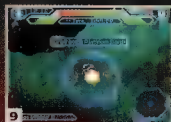
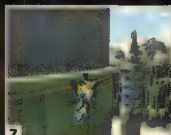
5. FELTZIN SYSTEM—THUG RENDEZVOUS (QUADRANT 32A)

Mission

- Defeat the Thug Ships

Platinum Bolts

- Finish the ring challenge without missing any of the rings or losing the race to get **Platinum Bolt #9**.



6. PLANET NOTAK—CANAL CITY



Missions

- Search Canal City for thief
- Investigate wharf area (find Slim Cognito's Ship Shack)
- Explore the Promenade
- Purchase transmission (6,000 bolts)

Platinum Bolts

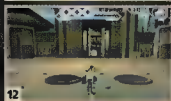
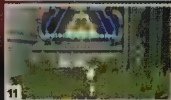
- From the beginning, go straight across the first bridge, then go left and walk around the side of the building until you see **Platinum Bolt #10**, a small alcove.

Special Item

A Nanotech boost is sitting in the Promenade.

- In the Promenade, don't get onto the second elevator. Instead, follow a bridge to the left, then turn right and go down an alley. There is a breakable wall with an "M" logo on it. **Platinum Bolt #11** is behind the wall.

- In the wharf area, there's a Dynamo switch underneath one of the bridges that opens up a door above with **Platinum Bolt #12**.



7. PLANET SIBERIUS—FROZEN BASE

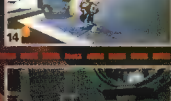
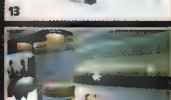
Mission

- Find and confront the thief

Platinum Bolts

- Don't get on the first elevator. Look around the edge to the right and you'll see a building with a gray roof below you. Jump down and glide down to it. From there, jump over the fence and check behind the next building for **Platinum Bolt #13**.

- Take the first elevator down and you'll see a short pillar. Use the Tractor Beam to pull it onto the elevator with you, then drag it all the way to the left until you're beneath a small platform. Jump on the pillar and jump up to the ledge to get **Platinum Bolt #14**.



8. PLANET TABORA—MINING AREA



Missions

- Meet with Mr. Fizzwidge
- Find a way out of the underground tunnels
- Find a ship
- Return crystals to mystic (10)
- Explore the area

Platinum Bolts

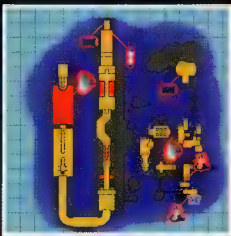
- Go down the hill into the buildings filled with water. In the second water-filled room, there's a see-saw with three platforms. Stand on the far end and freeze the water, then get on the highest platform to reach **Platinum Bolt #15**, which is on the side.

- Platinum Bolt #16** is in the small cave at the end of the glider run.
- Check the map to see **Platinum Bolt #17**'s location in the desert.

Special Item
There's a Nanotech boost floating above one of the towers near the end of the Glider segment.



9. PLANET DOBBO—TESTING FACILITY



Missions

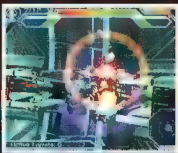
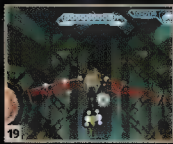
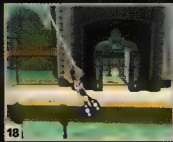
- Explore the testing facility
- Repair the power generator
- Purchase information from the terminal (10,000)
- Defeat the Thug Leader

Special Room

From the start of the Glider segment, glide into the cross-beams area, then go upwards until you start to stall. Use that time to turn around. Return to the beginning of the area, glide up and stall again to turn around, then try to pick up the Nanotech boost as you glide down.

Platinum Bolts

1. **Platinum Bolt #18** is in a hidden room behind the second hover tank. Follow the path, killing enemies until you find a small recess with a little hatch inside. You can send a Spiderbot down the hatch to open the door.
2. Near the very end of the glider run, **Platinum Bolt #19** is floating high between the criss-crossing beams.



10. HRUGIS CLOUD—DEEP SPACE DISPOSAL

Missions

- Meet Fizzwidge at Deep Space Disposal Facility
- Disable the Disposal Facility's defenses

Platinum Bolt

1. Complete the ring challenge without missing any rings or losing the race to get **Platinum Bolt #20**. The ring challenge is the fourth one.



11. PLANET JOBA



Missions

- Enter the Megacorp Games (Win Gravity Boots)
- Purchase the Levitator (20,000)
- Win the Infiltrator
- Win the Megacorp Hoverbike Race (Win Charge Boots)

Special Room

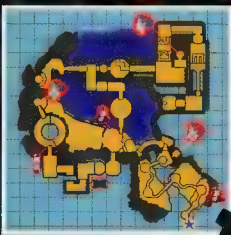
Before you run down the bridge of the first enemy gauntlet, look to the right and you'll see a Dynamo switch. It looks like it doesn't do anything, but it opens up a door at the far end of the bridge that leads to a Nanotech boost and some supplies.

Platinum Bolts

1. When you get to the bridge, use your Swingshot to swing to the right. There's a ledge full of enemies. Destroy everything in sight until you reach **Platinum Bolt #21**.
2. Right after you get the Levitator, use it to fly straight up until you can see **Platinum Bolt #22** at the top of a high pillar.



12. PLANET TODANO—MEGACORP ARMORY



Missions

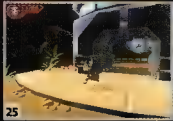
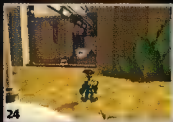
- Explore the Weapons Facility
- Bring Quark Collectible to Armory Employee
- Search the rocket silo
- Investigate the facility interior (find the Sheepinator)

Special Room

There's a Nanotech boost on a raised platform in the circular room on the southwest side. Activate the elevator nearby using the infiltrator circuit that's next to the doorway.

Platinum Bolts

1. Follow the Mr. Fizzwidge tour guide robot into the small room he enters at the end of his presentation to find **Platinum Bolt #23**.
2. In the room with the two raised conveyor belts, get up on the lower conveyor and send a Spiderbot down the hatch. Will press a button to lower the lasers blocking access to **Platinum Bolt #24**.
3. In the second room where you need to use the Tractor Beam, move the two pillars so they form a staircase that you can climb to an upper area. Cross the bridge and pick up **Platinum Bolt #25** from the small tower next to the Armory Employee.



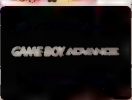
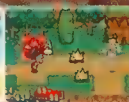
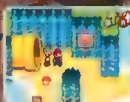
who are you?



Learning to ski and climb will come in handy, the brothers have
set out on their toughest adventure yet. It's now time to conquer
Kingdom Falls, Beanbean Kingdom, in Mario and Luigi:
Superstar Saga's most ridiculous role-playing adventure.



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13. PLANET BOLDAN—SILVER CITY



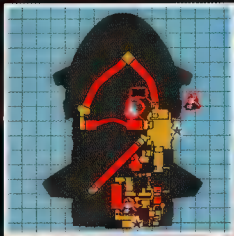
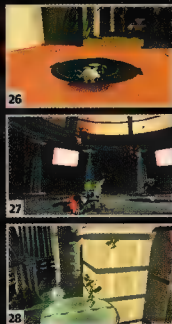
Missions

- Find Mr. Fizzwidge
- Open the main entrance
- Explore Silver City
- Ride the power lines

There's a glass wall to your right with a small hole in it. Use a Spiderbot to crawl through and open the door to **Platinum Bolt #26**. Go back to the earlier room and go up the right staircase to get to the bolt.

2. Go back to the small dome room at the southeast end where you find Mr. Fizzwidge and use your Swingshot to get up on the ledge and find **Platinum Bolt #27**.

3. **Platinum Bolt #28** is found during the segment where you need to walk around on the buildings using your Gravity Boots. In the section between the two corkscrews, it's floating on a platform high above an open area full of boxes. Get on the elevator, face the corkscrew, then glide down to get the bolt.

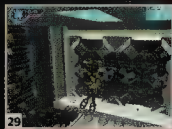


Missions

- Free Ratchet from prison cell
- Meet up in the hangar bay
- Turn off the forcefield
- Explore the rest of the flying base
- Purchase Qwark Action Figure (20,000)

Platinum Bolts

1. After Ratchet and Clank reunite, go over to the ship and glide down to a platform underneath. **Platinum Bolt #29** is sitting there.



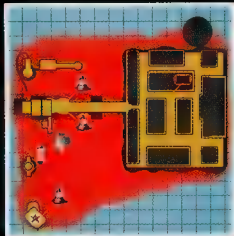
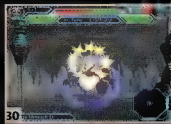
15. PLANET GORN—THUGS-4-LESS FLEET

Mission

- Defeat the Thug Fleet

Platinum Bolts

1. Complete the ring challenge without missing any rings or losing the race to get **Platinum Bolt #30**.



16. PLANET SMIVELAK—THUGS-4-LESS HQ

Mission

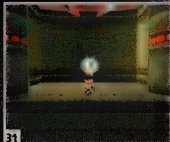
- Rescue Angela

Special Item

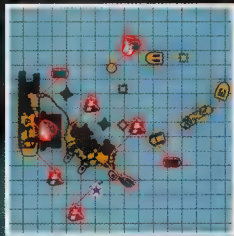
A Nanotech boost is on the roof at the end of the first Swingshot segment.

Platinum Bolts

1. Right after you use the green triangular jump pad, you'll land near a bridge. Look behind you and you'll see some Dynamo switches along the wall. Use them to activate platforms that you can use to ride up to **Platinum Bolt #31**. This is a pretty difficult platforming challenge.



17. PLANET SMOLG—DISTRIBUTION FACILITY



Missions

- Search the Distribution Facility
- Traverse the Warehouse
- Explore the docked ships
- Purchase transmission (40,000)

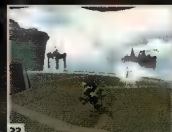
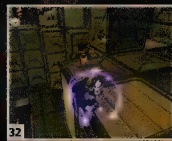
Platinum Bolts

1. **Platinum Bolt #32** is in the Distribution Facility, which you reach by using the triangular jump pad near the ship. At the segment with the Dynamo switch and conveyor belt, get on top of the box on the conveyor and jump onto the crates. From here you can wall-jump higher, then do a long jump to reach the bolt.

2. At the Levitator segment, take a look at the map. You'll see a small floating island high above the second platform. **Platinum Bolt #33** is on top. Fly straight up until you use up one bar of Levitator fuel, then angle toward the island.

Special Item

Hypnotic Part 1 is in the Distribution Facility.



Bust it UP!

CHOOSE YOUR WEAPON

Flaming Fur Ball or Radioactive Rabbit? Choose your weapon wisely or you will be forever subjected to a life of twisted animal testing. Shackled together, Spark must use the indestructible Redmond as a weapon and tool to escape from an evil

- Flaming Fur Ball
- Bunny Grinder
- Radioactive Rabbit
- Bunny Fuse
- Hare-side
- Electro Static Rabbit
- Hungry Bunny
- Hare Clog
- Tug-O-Rabbit
- 10 Ton Bunny
- Bunny Cannon
- Helium Bunny
- Hyper Hare
- Stuffed Rabbit
- Chocolate Bunny

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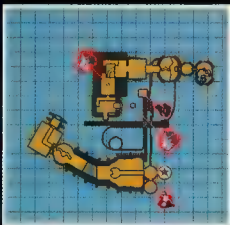


PlayStation 2



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18. PLANET DAMOSEL—ALLGON CITY

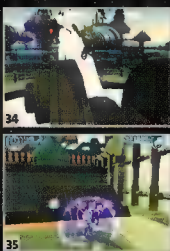


Missions

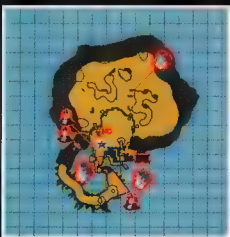
- Save the overrun planet
- Ride the train rails (Find Hypnomatic Part 2)
- Bring Hypnomatic Parts to the Hypnotist
- Explore the moon
- Defeat the mothership

Platinum Bolts

1. In the bank, freeze the water in the fountain. Break the glass, then grind down the frozen stream of water to reach **Platinum Bolt #34**.
2. After the bank, there's an area with a pyramid that has a rotating "M" logo on top. There's also a robot you can control once you get the Hypnomatic. Have it roll down and blow it up next to the pyramid to open a door, revealing **Platinum Bolt #35**.



19. PLANET GRELBIN—TUNDRA WASTES



Missions

- Find Angela
- Traverse the ice field
- Bring nine Moonstones to the Mystic
- Trade 16 Moonstones for Hypnomatic Part #3
- Explore the caves

Platinum Bolts

1. Check the map to find **Platinum Bolt #36** lying in the snow field.
2. During the second part of the Hypnobot segment, you need to swim through a water channel. At the far end, if you make a U-turn toward the right, you can swim up through a hidden tunnel to find **Platinum Bolt #37**.
3. After the Glider run through the mine shaft, you'll enter an area full of enemies. When you reach the second room, you should see a robot behind a gate on the right that you can hypnotize. Use it to kill a bunch of yetis and step on a button in the field to open the gate. You can enter and climb the ladder to **Platinum Bolt #38**.



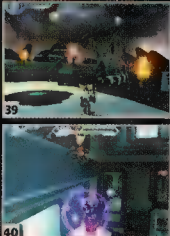
20. PLANET YEEDIL

Missions

- Break into Megacorp Headquarters
- Defeat the mutated Protobot

Platinum Bolts

1. At the start of the game, look at the top of the bridge. You'll see **Platinum Bolt #39** sitting at the top, seemingly out of reach. Walk across the bridge to where the vendor is, then turn and face your ship. From this perspective, jump onto the left railing of the bridge; Ratchet will grind upwards on the rail, defying gravity!
2. In the last room before the final boss, there's a bunch of pillars on the side. One of them has a Tractor Beam target. Move it aside and you'll reveal access to a grind rail, **Platinum Bolt #40**, at the end of the rail.



SKILL POINTS

Skill Points are awarded for completing a series of random tasks. The skill names are listed in the Skill Points menu, but the description of the actions you need to perform don't appear until after you've done them. Acquiring a certain number of Skill Points unlocks new Cheats. As you earn more Skill Points, you'll also unlock new items such as new ship colors and designs at Slim's.

Cheat

Cheat	Requirement
Ratchet has a big head	5 Skill Points
Ratchet wears a tux	7 Skill Points
Clank has a large noggin	10 Skill Points
Levels are mirrored	12 Skill Points
Actors have oversized craniums	15 Skill Points
Ratchet shows his funny side	20 Skill Points
Enemies have massive domes	25 Skill Points
Beach Boy	30 Skill Points
Snow Dude	Beat the Impossible Challenge

CHALLENGE MODE

After you beat the game once, you have the option of playing in "Challenge Mode", where the enemies are much harder. During Challenge Mode, the Clank Zapper becomes available, along with the "Mega" upgrades of your already upgraded weapons (which can result in silly names like "Mega Mega Rocket").

Skill Name

That's impossible!

Wrench Ninja: Blade to Blade

Speed demon

How fast was that?

No shocking developments

Heal your chi

Be a Moon Child

Midtown Insanity

Dukes Up

Nothing to see here

You're my Hero

Moving Violation

Old Skool

Prehistoric Rampage

Vandalize

Smash and Grab

You can break a Snow Dan

Planet Buster

Wrench Ninja II: Massacre

28 or not 28 hit

Bye bye birdies

Destroy all breakables

Try to Sleep

Nano to the max!

Robo Rampage

Clank needs a new pair of shoes

Weapon Envy

Safety Deposit

Operate Heavy Machinery

Nice Ride

Planet

Joba

Maktar Nebula

Barlow

Joba

Boldan

Tabora

Grelbin

Damsel

Dobbo Orbit

Todano

Todano

Snivelak

Dobbo

Oozla

Maktar Nebula

Oozla

Siberius

Nokat

Joba

Maktar Nebula

Joba

Endako

Todano

—

Dobbo

Maktar Nebula

—

Damsel

Endako

—

Action

Win the impossible challenge

Defeat Chainblade with only the wrench

Beat 2:10 in Hoverbike Race

Beat 2:27 in Hoverbike Race

Ride the grind rail without a scratch

Find all Crystals

Mine all moonstones

Go grinding and don't get hurt

Defeat Mech with Melee Only

Destroy all Megacorp rockets along the tour

Save all the tourists

Shoot down 14 ships

Defeat all the enemies with RC1 weapons

Shoot 4 Pterodactyls

Bust up the Maktar Resort

Smash up the Megacorp store

Destroy the Snow Dan

Destroy the big floating globe

Take out all the enemies with only the wrench

Defeat B2 Brawler without a scratch

Take out 12 birds

Smash up the Circular City

Turn 16 squirrels into sheep

Max out Ratchet's nanotech!

Turn Lunar City into a parking lot

Win 300 bolts from a slot machine

Got all weapons. Got all upgrades

Save all the tourists in the bank

Smash 10 robots using the crane

Upgrade all parts of Ratchet's ship

Continued on Page 52... See our PlayStation 2 Tips section for more Ratchet & Clank, going Commando info, including complete weapon and item lists.



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DrakeTM

OF THE 99 DRAGONS

OCTOBER 2003



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USING SUPERNATURAL POWERS AND FIREARMS GALORE, YOU WILL EXACT FURIOUS, BRUTAL REVENGE AND RECLAIM THE ARTIFACT BEFORE IT BECOMES THE ULTIMATE WEAPON OF EVIL.



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by Raphael
Winchilla



Kirby Air Ride may seem comparable to the Mario Kart games, but it's very unique, with three separate modes of play and a variety of bizarre and unique machines to choose from. Its streamlined control scheme is tailor-made for the GameCube controller—and its 360 frustratingly fantastic challenges will definitely cause you to lose sleep! The game is also well equipped with all of the tools for intense multiplayer action, so you can invite your friends over and battle it out for trash-talking rights. This strategy guide will give you racing tips for Air Ride mode and tell you which of the checklist challenges will unlock bonus features in all three game modes.

RACING MACHINES

Based on extensive testing, I have given each machine a rating from 1 (poor) to 5 (excellent) in each of six categories; you can use this info to decide which machines would be good for which tracks. Each challenge grid square that is needed to unlock each machine will be given below.

Machine	Ground Speed	Handling	Acceleration	Air	Rail Speed	Boost	Unlock by Completing
Jet Star	1	4	4	5	3	3	A7
Formula Star	1	1	1	1	2	2	B4
Winged Star	2	3	3	5	4	4	G4
Warpstar	2	3	3	4	5	4	—
Shadow Star	1	4	5	3	3	5	I10
Wagon Star	3	4	3	1	2	N/A	F6
Swerve Star	4	5	5	3	5	1	D3
Rex Wheelie	4	1	2	3	1	1	F5
Rocket Star	1	4	4	2	2	1	H12
Turbo Star	4	4	2	2	3	5	I11
Bulk Star	N/A	3	1	1	3	2	G11
Slick Star	3	1	4	3	5	5	B1
Wheelie Bike	3	3	3	3	1	4	I12
Wheelie Scooter	1	5	5	1	4	5	B7
Meta Knight	3	5	5	4	4	N/A	A9
King Dedede	3	2	1	2	1	3	H2
Hydra	5	4	2	5	5	1	A12 (City Trial checklist)
Dragon	5	3	4	5	2	1	A1 (City Trial checklist)



Notes: • The Wagon Star and Meta Knight do not have boost ability. • Meta Knight and King Dedede cannot pick up other weapons.

AIR RIDE

Using various weapons and taking secret paths will aid you in Air Ride mode, but winning isn't your only objective here. Competing in each course also allows you to access 120 unique challenges that hold the key to unlocking the goodies in Air Ride.

Fantasy Meadows

Best Machines Formula Star, Winged Star, Turbo Star

Fantasy Meadows is a beginner's track with no real secrets or hidden paths, so you can just focus on straight-up racing. It has easy turns and straightaways, so a machine with high ground speed will put you at the advantage.

1. The first turn tempts you with a boost pad on the outside...but if you cut inside, you'll find a small rail and ramp combo which offers several boosts: one from the rail, one from catching air off the ramp and one from a clean landing.
2. Whenever you can, try to copy the Sword Knight; you'll automatically chop up your enemies on the narrow paths and gain a substantial speed boost.
3. This is the only turn you need to worry about on this course. Always use a drift turn here so you'll be in good shape for the straightaway to the finish.

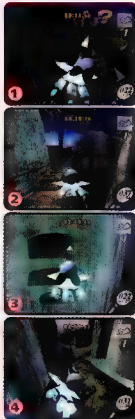


Celestial Valley

Best Machines Jet Star, Winged Star, Wheelie Scooter

This track is very wide and filled with numerous ramps and launch pads that greatly benefit the jumpers and gliders. Crucial points on the track can only be reached by machines that are able to grab massive air.

1. Just after the two boosts on the outside of the first turn, use the hill to gain enough altitude to reach the Copy Chance Wheel atop the tree (only machines with good air ability will be able to snag this one).
2. If you're using a gliding machine with poor ground speed, take off at the hill just before the suspension bridge and land on one of the rails. Your machine will grind the rail at a much higher speed than if you were on the ground.
3. This is the pivotal point on this course. Whenever you can, take the highest cave possible for a commanding lead and remember to grind the rail inside the cave to max out your speed.
4. Right after the tri-level caves, you'll see a ramp on the left. Jump from the ramp and land on the vine that's coming from the left wall. Grind along this vine until it ends, then shoot straight across to the vine on the other wall.



Sky Sands

Best Machines Wagon Star, Swerve Star, Wheelie Bike

Sky Sands will show you the importance of drift turns, since all you will see are hairpin turns! Stay away from the air machines; you'll win this race by staying grounded. Use a machine with good handling to hit the secret paths.

1. When you're exiting the Cave of Falling Sand into the right hairpin, you will see a sandfall just to the right of the turn. The sandfall covers a secret passage that is much easier and faster than the pesky hairpin.
2. If you do take that hairpin just beyond the cave, there will be a sand crab just outside of the turn. Line up your machine and use it as a ramp; you'll find a turbo boost waiting for you on the upper level.
3. Just after the set of three hairpins is a conspicuous panel in the center of the track. When you drive over it, press **A** to activate a trap door just beyond the panel. Drive into the trap door and fly off the boost pad from underneath.
4. Look for enemies with the Wheel ability; it will allow you to take the hairpins with ease and equip you with a higher top speed than just about any machine that you can choose on this course.

Magma Flows

Best Machines Wagon Star, Warpstar

This track features nasty hairpins, alternate routes, rail sprints, straightaway boosts and enemies galore. Select a machine with great handling that reacts well to the speed boosts, and be sure to use your drift turns.

1. This track is littered with enemies, and there is no better way to clean up that trash than with the mighty sword. The sword is auto-activated, so you can focus on racing while earning speed boosts with every swing.
2. About halfway through the track you will be faced with a set of three rails. Take the one on the left; it will lead you on a straight path to the top level heading into the lava pit.
3. Take off from the top ramp and glide to the elevated platform in the middle of the pit. Hit the boost pad and look for another ramp leading to the other side. Hit that boost and cut straight through to reach the other side quickly.
4. The end of this track is a straightaway with three boosts leading up to the checkered flag. Make sure you hit these boosts or else you could lose the gold at the last possible second!

Machine Passage

Best Machines Swerve Star

Machine Passage is a futuristic obstacle course that the racer must try to ride through cleanly. Machines with a combination of high top speed and drift turn ability will be the threats in this race.

1. If you're on a machine with bad handling or good air ability, take the quick right; if your machine has good handling and responds to boosts well, then jump the gap and take your chances on the slanted path.
2. This obstacle room has a set of five bumpers that can take away your momentum. If you take the ramp on the right just before the room, you'll drive completely over the bumper room.
3. All of the turns are brutal in this course, so be sure to drift turn every time! If you are riding on a Swerve Star, most turns should be a piece of cake.
4. The finish line is guarded by two pairs of oversized pinball flippers! Play the role of the ball and go down the middle of the track!



Frozen Hillside

Best Machines Swerve Star, Slick Star, Wagon Star

Frozen Hillside is a slip-n-slide course with scary twists and turns that will cause problems for Wheelie bikes. There are no ramps or launch pads, so stick with machines that have good handling and good rail speed.

1. At the start is a set of three paths that rise when touched. Stay on any one of the three and ascend to the top level. The upper track is a faster and more forgiving route; just be sure to clear the gap.
2. Since this rail takes up a large portion of the course, it's vital that you select a machine with great rail speed such as the Slick Star, Swerve Star or Warpstar.
3. Just after the frozen halfpipe, you'll see a switch in the middle of the track. Activating this switch will make the chaine in front of you turn into a nice straightaway with boost pads included!



Beanstalk Park

Best Machines Slick Star, Swerve Star

Beanstalk Park is filled with narrow, twisted passages with rails on every corner and a "ferris wheel" ride to divide up the competition. Your only concern should be rail speed...and that's where the underused Slick Star comes in.

1. Right at the first drop-off, you'll see a suspended platform with a rail attached. Tilt your joystick down to jump from the drop-off and glide to the rail.
2. Shortly after the first rail, you'll see the "ferris wheel" spinning in between the track. Time your passage to avoid the pods; if you do get picked up, you will be taken to a more difficult part of the track.
3. Get on the top platform by the ferris wheel, the vine or the disks on the lower level. When the top path hairpins around the beanstalk, look for a green rail hiding on the inside of the turn; it will give you a quick shortcut.
4. The two rails on the left are much longer, so take the rails on the right to save about two seconds on your lap time.

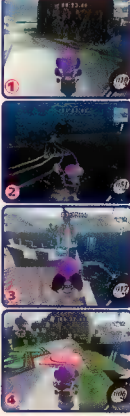


Checker Knights

Best Machines Box Wheelie, Wheelie Bike, Meta Knight

Checker Knights contains secret passages, rail sprints and devastating hairpins, so choose a machine with well-rounded abilities and great rail speed if you want to earn those challenge grid squares.

1. After the first right hairpin, hit the boost pad in a dip at the track's center. Aim for the rock to the right to discover a secret passage. When you exit, you'll see another rock to the left that leads to a second secret passage.
2. For an added advantage in the rail sprint, race the rail that's farthest to the right. You will come off the set of four rails and fly into two more rails that will quickly take you through the next small section of the course.
3. Towards the end of the course is a hairpin turn leading up to a boost-filled straightaway. If you stay to the left or right while hitting these boosts and hold **Down** on the joystick, you'll launch off a small curb and fly over the wall!
4. Look for two switches on the final straightaway that erect a large wall in the middle of the track. Stay left to hit the two boost pads and avoid the switches. If another driver raises the wall, drive over a switch to lower it back down.





Nebula Belt

Best Machines Formula Star, Rex Wheelie, Swerve Star

To unlock this track, complete D4 on the challenge grid. There are no enemies on this course, no rails and few opportunities for air, so pick a machine with high ground speed to take advantage of the straightaways.

1. Drafting is easy on this track, even if the opponent you're drafting is far in the distance. Just line your machine up with the one ahead of you and watch the opponent get closer until you are able to slingshot past them.

2. Throughout the course you will encounter a number of ramps. Stay ahead of the pack and let your opponents take the ramps, then watch them finish last.

3. If you haven't unlocked the faster machines, grab these power-ups...but if you're driving a high-speed machine, any power-up that you receive will just end up slowing you down.



Checklist Legend

Because the game's checklists are not labeled, we assigned a letter to each row and a number to each column as shown below. Refer to this chart to find the locations of the checklist challenges referred to in the text.

	1	2	3	4	5	6	7	8	9	10	11	12
A												
B												
C												
D												
E												
F												
G												
H												
I												
J												

Air Ride Checklist

Location	Challenge	Prize
<input type="checkbox"/> A5	Sky Sands: Break all of the coral and finish in first place	Check off an empty box of your choice
<input type="checkbox"/> A7	(Air Ride) Machine Passage: Race over 4,500 feet in two minutes	New machine: Jet Star
<input type="checkbox"/> A9	Glide for more than 30 minutes	Special new machine: Meta Knight
<input type="checkbox"/> A10	(Free Run) Frozen Hillside: Finish one lap in under 58:00	Sound Test: Frozen Hillside
<input type="checkbox"/> A11	(Time Attack) Magma Flows: Finish in under 3:20:00	Music: Magma
<input type="checkbox"/> B1	(Air Ride) Checker Knights: Finish two laps in under 3:05:00	New machine: Slick Star
<input type="checkbox"/> B4	(Time Attack) Frozen Hillside: Finish in under 3:14:00	New machine: Formula Star
<input type="checkbox"/> B6	Glide for more than one hour	Bonus movie: Special machine intros
<input type="checkbox"/> B7	Start the final lap in fourth place and move to first to win	New machine: Wheelie Scooter
<input type="checkbox"/> B12	Celestial Valley: Use the copy chance wheel on top of the tree	Check off an empty box of your choice
<input type="checkbox"/> C7	Time Attack: Beanstalk Park: Finish in under 3:00:00 on Rocket Star	Sound Test: Nebula Belt
<input type="checkbox"/> C9	Swallow 200 or more enemies	Check off an empty box of your choice
<input type="checkbox"/> C12	Sky Sands: Open the trap door exactly three times and finish in first	Music: Sky Sands
<input type="checkbox"/> D1	Free Run: Sky Sands: Do one lap under 1:05:00 on Bulk Star	Brown Kirby
<input type="checkbox"/> D2	Checker Knights: Use spin panels seven times or more and take first place	Music: Checker
<input type="checkbox"/> D3	Air Ride: Sky Sands: Finish two laps in under 2:05:00	New machine: Swerve Star
<input type="checkbox"/> D4	Race over 100 laps	New course: Nebula Belt
<input type="checkbox"/> D6	Celestial Valley: Over one race, ride on both the left and right bridge railings	Music: Celestial
<input type="checkbox"/> D7	Air Ride: Celestial Valley: Finish two laps in under 2:20:00	White Kirby
<input type="checkbox"/> D8	Free Run: Fantasy Meadows: Finish one lap in under 21:00	Sound Test: Fantasy Meadows
<input type="checkbox"/> D9	Time Attack: Machine Passage: Finish in under 3:10:00	Sound Test: Machine Passage
<input type="checkbox"/> D10	Air Ride: Checker Knights: Finish two laps in under 2:40:00	Sound Test: Checker Knights
<input type="checkbox"/> D11	Time Attack: Beanstalk Park: Finish in under 2:55:00	Music: Beanstalk
<input type="checkbox"/> D12	Free Run: Celestial Valley: Finish one lap in under 57:00	Sound Test: Celestial Valley
<input type="checkbox"/> E1	Race over 300 laps	Music: Nebula
<input type="checkbox"/> E7	Air Ride: Magma Flows: Race over 4,800 feet in two minutes	Sound Test: Magma Flows
<input type="checkbox"/> E10	Time Attack: Fantasy Meadows: Finish in under 1:00:00	Music: Meadows
<input type="checkbox"/> F5	Defeat 100 or more enemies with exhaled stars	New machine: Rex Wheelie
<input type="checkbox"/> F6	In any mode other than Free Run, reach the goal a total of three times	New machine: Wagon Star
<input type="checkbox"/> F7	In one game, drop from the cliffs three times	Check off an empty box of your choice
<input type="checkbox"/> G4	Air Ride: Finish in first place while flying through the air	New machine: Winged Star
<input type="checkbox"/> G11	Time Attack: Celestial Valley: Finish in under 3:20:00	New machine: Bulk Star
<input type="checkbox"/> H2	Defeat over 1,000 of your enemies	Special new machine: King Dedede
<input type="checkbox"/> H3	Make your lap time's last two digits the same	Sound Test: Results screen
<input type="checkbox"/> H7	Time Attack: Sky Sands: Finish in under 3:10:00	Sound Test: Sky Sands
<input type="checkbox"/> H8	Magma Flows: Bump into a flaming dragon	Check off an empty box of your choice
<input type="checkbox"/> H9	Swallow Sword Knight three times or more and take first place	Green Kirby
<input type="checkbox"/> H11	Air Ride: Frozen Hillside: Finish two laps in under 1:56:00	Music: Hillside
<input type="checkbox"/> H12	Free Run: Machine Passage: Finish one lap in under 1:05:00	New machine: Rocket Star
<input type="checkbox"/> I4	Air Ride: Beanstalk Park: Finish two laps in under 2:18:00	Purple Kirby
<input type="checkbox"/> I9	Free Run: Beanstalk Park: Do one lap under 58:00 on Winged Star	Sound Test: Beanstalk Park
<input type="checkbox"/> I10	Defeat ten or more enemies using the Quick Spin	New machine: Shadow Star
<input type="checkbox"/> I11	Magma Flows: Use all the volcano rails and finish in first place	New machine: Turbo Star
<input type="checkbox"/> I12	Race all of the standard Air Ride courses	New machine: Wheelie Bike
<input type="checkbox"/> J7	Machine Passage: Shoot three characters out of the cannon at one time	Music: Machine
<input type="checkbox"/> J12	Fill in over 100 Checklist blocks	Ending movie

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TOP RIDE

Top Ride mode plays like an old-school top-view racer such as *Super Sprint* or *Super Off-Road*. You race against three others on seven different mini-courses, mimicking the elements of Air Ride mode. Racing on these courses is supposed to be fun and easy, not taken too seriously. Drift turns are simplified in Top Ride, so be sure to drift on every turn. If you do get hung up on a challenge, you can adjust the race settings in the Options menu to make it easier.

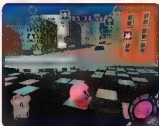
Top Ride Checklist

Location	Challenge	Prize
<input type="checkbox"/> A1	Top Ride: Sky: Take first and hit the Isle Knob or more times	Sound Test: Sky
<input type="checkbox"/> A4	Top Ride: Fire: Take first place ten times or more	Sound Test: Fire
<input type="checkbox"/> A5	Time Attack: Sand: Finish in under 29:00	Music: Sand
<input type="checkbox"/> A6	Top Ride: Finish all courses without using boost	Check off an empty box of your choice
<input type="checkbox"/> A7	Top Ride: Fire: Finish first while holding the Fire item	Music: Fire
<input type="checkbox"/> A11	Time Attack: Grass: Finish in under 33:00	Check off an empty box of your choice
<input type="checkbox"/> A12	Top Ride: Compete in more than 50 multiplayer races	Purple Kirby
<input type="checkbox"/> B1	Top Ride: Light: Race more than 100 laps	Sound Test: Light
<input type="checkbox"/> B4	Free Run: Sky: Do one lap in under 09:00	Music: Sky
<input type="checkbox"/> B8	Top Ride: Water: Finish five laps in under 1:02:00	Sound Test: Water
<input type="checkbox"/> B9	Time Attack: Light: Finish in under 33:00	Music: Light
<input type="checkbox"/> C1	Top Ride: Take first place on all courses	Extra Rule: Diagonal Camera Angle
<input type="checkbox"/> C4	Top Ride: Race one lap without hitting a wall and finish first	Extra Rule: Mystery Item Set
<input type="checkbox"/> C7	Top Ride: Light: Take first and grind the rail five times or more	Check off an empty box of your choice
<input type="checkbox"/> C12	Cross the goal 20 or more times	Green Kirby
<input type="checkbox"/> D5	Collect 500 items or more	New Item: Who? Paint
<input type="checkbox"/> E5	Top Ride: Metal: Take first place without using Boost	Music: Metal
<input type="checkbox"/> E7	Top Ride: Metal: Finish first five seconds faster than number two	White Kirby
<input type="checkbox"/> E9	Top Ride: Water: Take first and enter the falls five times or more	Extra Rule: Device Quantity
<input type="checkbox"/> E10	Free Run: Light: Do one lap in under 07:50	Sound Test: Results Screen
<input type="checkbox"/> F9	Top Ride: Fire: Cause a huge eruption three times or more	Check off an empty box of your choice
<input type="checkbox"/> G3	Top Ride: Sky: Finish first with CPUs set to level five	Brown Kirby
<input type="checkbox"/> G9	Top Ride: Metal: Take first and break five or more gear walls	Sound Test: Metal
<input type="checkbox"/> G12	Get over 18 different types of items	New Item: Chickie
<input type="checkbox"/> H4	Top Ride: (No "Zero Items" rule) Finish first on all courses using no items	New Item: Lantern
<input type="checkbox"/> H6	Top Ride: Sand: Drop into Ant Doom 50 times or more	Check off an empty box of your choice
<input type="checkbox"/> H9	Top Ride: Sand: Take first place without using boost	Sound Test: Sand
<input type="checkbox"/> H11	Top Ride: Water: Finish first five seconds faster than number two	Music: Water
<input type="checkbox"/> J12	Free Run: Water: Do one lap in under 10:50	Extra Rule: Side Camera Angle
<input type="checkbox"/> J2	Time Attack: Water: Finish in under 56:00	Extra Rule: Attack Item Set
<input type="checkbox"/> J4	Top Ride: Grass: (No "Zero Items" rule) Take first place without using items	Sound Test: Grass
<input type="checkbox"/> J6	Top Ride: Grass: Finish first and hit five or more Dash Panels	Music: Grass
<input type="checkbox"/> J12	Fill in over 100 Checklist blocks	Ending movie

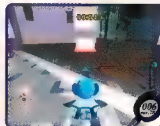
CITY TRIAL

City Trial mode is best described as a very, very short "career" mode. You start off with a basic vehicle to roam around the city and must explore to find secrets and much needed power-ups. If you find another machine, you can trade and power up that machine instead. When your time in the city is expired, you'll be transferred over to the stadium to compete in seven different events that call for a wide array of machines and power-ups. This section will cover a few of the sweet spots to power up your machine in the city, and how to equip yourselves properly for each type of stadium event you will come across.

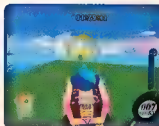
In The City



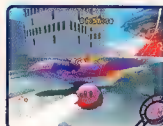
Drive to a section of the city and hop off your machine to take a look around. While on foot, the other machines will show themselves, even if they're far in the distance. When you see one you like, hop back on your ride and drive over to that machine.



The star is a pinata of goodies that explodes on impact! The light boost on the corner of the building near the volcano will whisk you up to the top of the building; from there, go straight and hop onto the building near the castle. Now turn right and jump on the building next to the star. Fly through the golden hoops and into the star!



If you circle the volcano, you will spot three conspicuous rock walls. Two of them contain quite a few random power-ups, while the other will take you into the city's underground where more power-ups can be found.



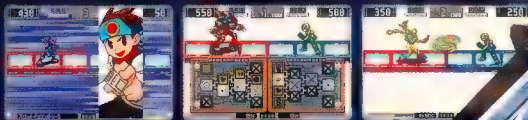
To ride one of the two Legendary Machines, Hydra and Dragon, you'll have to collect the three separate pieces of each machine that are scattered throughout the city on a single run. If you do, you will have that machine to compete in the next stadium event! You can also unlock these machines in Free Run mode by completing checklist challenges.





Bring it On... Rise to the Challenge!

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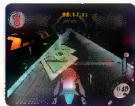
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Stadium Events

To save yourself some time and agony, enter the Options menu and change the Stadium setting from "shuffle" to something of your liking. There is nothing more frustrating than building up a powerhouse tank and then getting stuck with an event like High Jump or Drag Race.



Drag Race

Best Machines—Formula Star, Rocket Star (with a lot of charge patches)
Best Power-Ups—Top Speed patch, Boost patch, Charge patch



Air Glider

Best Machines—Winged Star, Jet Star
Best Power-Ups—Flight patch, Top Speed patch, Boost patch



Target Flight

Best Machine—Winged Star
Best Power-Ups—Flight patch, Turn patch



High Jump

Best Machines—Jet Star, Winged Star, Wheelie Scooter
Best Power-Ups—Flight patch, Top Speed patch, Boost patch



Kirby Melee

Best Machines—Wagon Star, Warpstar
Best Power-Ups—HP patch, Turn patch, Defense patch
Quick tip: The sword rules all!



Destruction Derby

Best Machines—Wagon Star, Bulk Star, Shadow Star
Best Power-Ups—Offense patch, Defense patch, HP patch
Quick tip: Use area effect weapons like the sensor bombs to rack up the kills



Single Race

Best Machines—Refer to the Air Ride portion of the strategy
Best Power-Ups—Top Speed patch, Boost patch, Turn patch

City Trial Checklist

Location	Challenge	Prize
<input type="checkbox"/> A1	Unlock Dragoon Parts A, B, and C on the Checklist (G9, F1, H1)	Legendary machine: Dragoon (select in Free Run mode)
<input type="checkbox"/> A3	City Trial: In the city, bust Warpstar while riding on Swerve Star	Sound Test: The Lighthouse Light Burns
<input type="checkbox"/> A6	Stadium: Kirby Melee 2: In one game, KO enemies over 30 times	Sound Test: What's in the Box?
<input type="checkbox"/> A10	Stadium: Play in over 10 Stadium modes	New Stadium: Single Race (Nebula Belt)
<input type="checkbox"/> A11	City Trial: Destroy all of the dilapidated houses	Hydra Part X: Use three to complete Hydra
<input type="checkbox"/> A12	Unlock Hydra Parts X, Y, and Z on the Checklist (A11, G8, B5)	Legendary machine: Hydra (select in Free Run mode)
<input type="checkbox"/> B8	Stadium: Kirby Melee (all) KO over 1,500 enemies	Hydra Part Z: Use three to complete Hydra
<input type="checkbox"/> B5	City Trial: Do some damage to Dyna Blade	Sound Test: Dyna Blade Intro
<input type="checkbox"/> B10	Stadium: Destruction Derby 3: In one game, KO your rivals five times or more	New Stadium: Destruction Derby 4
<input type="checkbox"/> B11	City Trial: Break more than 500 boxes	Sound Test: Dense Fog Today
<input type="checkbox"/> C4	Free Run: Drive for a total of 30 minutes or more	Sound Test: City Trial
<input type="checkbox"/> C6	Stadium: Destruction Derby 4: In one game, KO a rival 10 times or more	New Stadium: Destruction Derby 5
<input type="checkbox"/> C10	City Trial: Bust the Star Pole 10 times or more	Check off an empty box of your choice
<input type="checkbox"/> C12	Free Run: Change Air Ride machines 10 times or more	Sound Test: Legendary Air Ride Machine
<input type="checkbox"/> D3	City Trial: Pick up a total of over 100 items	Sound Test: Item Bounce
<input type="checkbox"/> D5	Stadium: Kirby Melee 2: In one game, KO over 40 enemies by yourself	Sound Test: Kirby Melee
<input type="checkbox"/> D6	City Trial: Pick up a total of over 1,000 items	Music City
<input type="checkbox"/> D8	Free Run: Drive for a total of two hours or more	Check off an empty box of your choice
<input type="checkbox"/> D9	Stadium: Drag Race 1: Finish in less than 20:00	Sound Test: Rowdy Charge Tank
<input type="checkbox"/> D11	City Trial: The meteor attacks the city three times or more	Sound Test: Flying Meteor
<input type="checkbox"/> E5	Stadium: Drag Race 3: Finish in less than 27:00	New Stadium: Drag Race 4
<input type="checkbox"/> E7	City Trial: Race over 60 miles	Check off an empty box of your choice
<input type="checkbox"/> E9	Stadium: Drag Race 2: Finish under 29:00 on Winged Star	Brown Kirby
<input type="checkbox"/> F1	City Trial: During one game, fly through the rings in the sky five times or more	Dragoon Part B: Use three to complete Dragoon
<input type="checkbox"/> F4	City Trial: Break a CPU's machine five times or more in the city	Purple Kirby
<input type="checkbox"/> G2	Stadium: Destruction Derby 1: Bust all the rocks on the field	Check off an empty box of your choice
<input type="checkbox"/> G3	Stadium: Air Glider: Stay airborne longer than 30 seconds	Sound Test: Air Glider
<input type="checkbox"/> G4	Stadium: Drag Race 4: Finish in less than 19:00	Sound Test: Drag Race
<input type="checkbox"/> G7	Stadium: Target Flight: Stay airborne longer than 15 seconds	Sound Test: Target Flight
<input type="checkbox"/> G8	Stadium: Destruction Derby (all) KO enemies over 150 times	Hydra Part Y: Use three to complete Hydra
<input type="checkbox"/> G9	Stadium: High Jump: Jump higher than 1,000 feet	Dragoon Part A: Use three to complete Dragoon
<input type="checkbox"/> G10	City Trial: In the city, bust Slick Star while riding on Formula Star	Sound Test: Station Fire
<input type="checkbox"/> H1	Stadium: Air Glider: Fly more than 1,300 feet	Dragoon Part: Use three to complete Dragoon
<input type="checkbox"/> H4	Stadium: Kirby Melee 1: In one game, KO over 75 enemies yourself	New Stadium: Kirby Melee 2
<input type="checkbox"/> H9	City Trial: Break five or more of the huge pillars that appear	Sound Test: Huge Pillar
<input type="checkbox"/> I3	Stadium: Destruction Derby 2: In one game, KO a rival 10 times or more	New Stadium: Destruction Derby 3
<input type="checkbox"/> I6	Stadium: Vs. King Dedede: KO King Dedede in less than a minute	King Dedede (select in Free Run mode)
<input type="checkbox"/> I7	City Trial: Use Fireworks to KO rivals 10 times or more	Green Kirby
<input type="checkbox"/> I10	City Trial: Break more than 1,000 boxes	Meta Knight (select in Free Run mode)
<input type="checkbox"/> J3	City Trial: Pick up a total of over 500 items	Bonus: Pause Screen Power-Ups
<input type="checkbox"/> J8	City Trial: Get trampled on by Dyna Blade	Check off an empty box of your choice
<input type="checkbox"/> J9	City Trial: Steal over eight items from Tac by yourself	Sound Test: Tac Challenge
<input type="checkbox"/> J11	In one match, complete both Dragoon and Hydra	White Kirby
<input type="checkbox"/> J12	Fill in over 100 Checklist blocks	Ending movie

Light up your Holidays with Game Boy Advance SP.





by Geoff Arnold

The snowboarding world is about to be pushed into the "uber" zone with EA Sports BIG's latest title, SSX3. It's larger, better-looking and filled with more crazy tricks than either of the previous SSX games. I've compiled some tips to help you earn the top scores in Freestyle events, make the fastest times in Race events and more.

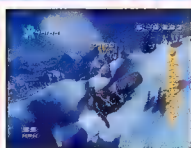
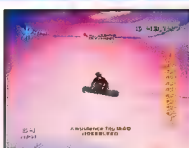
Note: I played the Xbox version, but the information in the following pages should also apply to SSX3 on the PlayStation 2 and GameCube.



SCORING BIG

In SSX3, scoring points should be your primary focus as you board down hillsides, slopes and pipes. Performing tricks and scoring points is important for many reasons, both in and out of Race and Freestyle courses:

- Trickling will give you extra cash. Every time you perform a trick and land it successfully, you will be rewarded with a small amount of cash. The harder the trick, the more cash you earn for landing it.
• Trickling will give you a temporary speed boost. This is especially important when trying to earn medals on Race courses, since you can easily use this to boost yourself into the lead.
• Trickling will fill your adrenaline meter. The adrenaline meter is your friend; keeping it full will ensure that you get the most out of your run. The harder the trick, the more adrenaline you will receive.



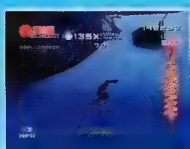
FREESTYLE EVENT TIPS

Most of the Freestyle events are rather non-linear, and there isn't one good way to set up a trick run to score maximum points. You'll simply have to "feel" your way down the course and decide which route is best for you. There are literally dozens of bonus point icons and score multiplier icons littering each course; they give you plenty of opportunities to reach your score goal no matter which path you take. You'll need some pretty sick scores to complete the later Freestyle events—in some cases, over 1,000,000 points will be needed to complete an event! Scores like this may seem unattainable at first, but if you practice enough, performing 20,000-point tricks will come naturally. There are quite a few things that you can do to help boost your score, including collecting multiplier icons when doing tricks, performing ubertricks, using the trick multiplier and collecting bonus point icons. Remember that when performing tricks, repeating the same trick will lessen the score for that trick overall. Try to stay as original as possible!

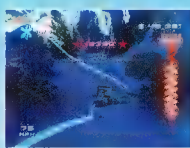
• Multiplier Icons—Multiplier icons can increase your single trick score by as much as 10 times (depending on the color of the icon), so you'll want to set up your runs to collect as many of these icons as possible. They can easily turn a 50,000 point trick into a 500,000 point trick. Take the time to study each course, locate the multiplier icons (especially the 5x and 10x icons) and practice setting up runs in Freeride mode so collecting these icons becomes second nature. This will really help if you're trying to win the coveted Platinum Medal in any of the Freestyle courses. Take advantage of the multiplier icons by performing your highest-scoring tricks just before grabbing the multiplier (i.e. ubertricks); this will net you the maximum amount of points before landing the trick.



• Trick Multiplier—The trick multiplier allows you to continuously add points to your total score by linking tricks together. While your trick multiplier is active, each trick you successfully land will add to the multiplier and a certain percentage of the total number of points for that specific trick will be added to the multiplier. For example, if you perform a 720 Misty into a Tail Press into a 180, not only will you get the points for all three of those tricks, but a percentage of the total for all of those tricks will also be added to your score as a bonus. The trick multiplier is only active for a short amount of time, so you'll have to be quick when linking tricks together. Performing simple tricks like grinds, boardslides, 180s, Tail Presses and Nose Presses in between air tricks will allow you to boost your multiplier very quickly and keep it active.



• Ubertricks—Ubertricks are the easiest way to score big points. They are obviously harder to perform than normal tricks, and excess time is required to perform them, so keep these things in mind while you're in the air. Some ubertricks also have some recovery time or a small finishing move at the end, so be careful when holding the trick for longer periods. Simple ubertricks will definitely boost your score, but combining them with Mistys, 720s or additional ubertricks will net you even higher scores...sometimes upwards of 30,000 points per trick! Practice combining ubertricks with other tricks in one of the Super Pipes until you become comfortable with the combinations; this will keep you from bailing later on when you can't afford to.



SHOW ME THE MONEY!

You need to earn money in SSX3 to improve your rider's stats. Unlike the previous SSX games, buying new boards and gear will not help your skills; you have to spend money to buy better attributes. The best way to make money quickly is to earn gold and platinum medals in Race and Freestyle events. You can even go back to the Freestyle and Race courses that you have already cleared and complete them again to get more cash! Collectibles and Big Challenges also net you cash rewards, as does performing and landing tricks, so get in the habit of looking for these items and completing them as you conquer the mountain.



RACE TIPS & SHORTCUTS

There are literally dozens of small shortcuts along each track that can save you some time. In the pages that follow, we will show you the most valuable shortcuts that you won't want to miss! If you're having trouble locating a shortcut, try exploring the course in Freeride mode. Generally, grinding on rails and logs is almost like taking a shortcut, as they tend to go over slopes or skip through parts of the course that you may normally have to traverse.

PEAK 1

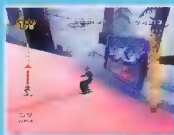
Snow Jam (Race)

Snow Jam is a simple race that's basically meant to get you comfortable with racing.



Shortcut 1
Near the 21% point in the track. Look for the "Out of Bounds" sign on the left side of the track just

before hitting the small jump leading down to the next part of the course.



Shortcut 2
This shortcut sits close to the 41% mark on the right side of the course. Again, look for the "Out of

Bounds" sign and follow the path. Jump from the long rail to the hollow log to cut down some major time.

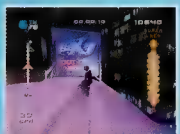


Shortcut 3
The final major shortcut can be found near the 88% mark of the course. Look near the right side for the "Out of

Bounds" sign and follow the small path down to jump across the bridge.

Metro-City (Race)

Metro-City is a bit more challenging than Snow Jam, and there are multiple paths that you can take to reach the finish line.



Shortcut 1
This shortcut is near the starting point, at about the 3% mark. Look near the left side of the path for

the "Out of Bounds" sign and follow the set of rails down to the big jump, which leads across a large building.



Shortcut 2
This shortcut sits close to the 41% mark on the right side of the course. Again, look for the "Out of

Bounds" sign and follow the path. Jump from the long rail to the hollow log to cut down some major time.

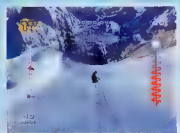


Shortcut 3
Just before the finish line (around 93%), slide or grind the snow-covered pipe in the center of the course to

locate an enclosed path straight to the finish line. This shortcut can shave five or six seconds off your time.

Happiness Race (Rival Challenge)

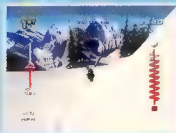
Take the extreme right path all the way down. Try to knock your rival down at the start to buy a few seconds.



Take this path right from the beginning.



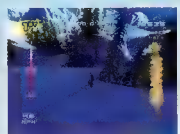
Continue following the path right as it splits.



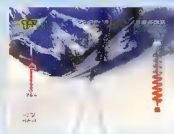
Look for the aircraft to fly overhead and take the path right again as it splits.



Continue through the cave and head right after the exit; drop down the large cliff to the ground below.



At the next section, keep going right and continue down the mountain.

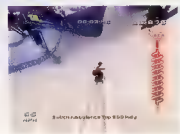


Head past the avalanche section.



Take the center path down the next section. Take the center tunnel down to the finish line.

Peak 1 Race (Peak Time Challenge)



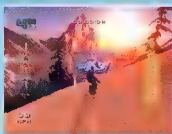
This race is very tricky, especially the second time around. This race consists of the Happiness Race along with the Snow Jam and Metro-City Races, plus the transition areas between them. Try to keep your adrenaline meter full by doing tricks only when necessary. In the transitions between courses, hit as many rails and logs as you can; this will refill your adrenaline and max out your speed very quickly.



PEAK 2

Ruthless Ridge (Race)

Ruthless Ridge is an intermediate track littered with rails, ice patches and large jumps.



Shortcut 1
Look for the "Out of Bounds" sign near the right side of the course just before the 5% mark.

Follow the small cliff down and grind the rail to take an early lead.



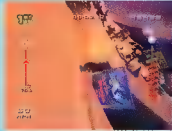
the right wall near the rail to reach a hidden area leading to a cave and an alternate path.

Shortcut 2
When you hit the 13% mark, you'll be coming out of a steep left turn. Just after the course starts to level out, board up

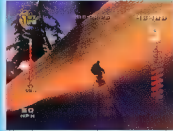


"Out of Bounds" sign and jump up to the upper part of the mountain.

Shortcut 3
Just before the 42% mark you'll see the main path curve to the right. Stay on the right side, look for the



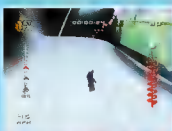
Shortcut 4
At the 76% mark, look for an "Out of Bounds" sign near the center of the mountain. You can actually hit it from the mountain peak if you jump off the center snow slope and carefully aim for the sign.



Shortcut 5
As the track starts to curve left near the 83% mark, stay near the right and hop over the right snow bank. This will lead you down to a lower path that spits you out near the finish line.

Intimidator (Race)

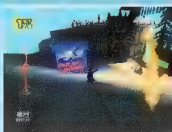
Intimidator is a ruthless downhill race with several large cliffs, dangerous thickets with falling trees and few shortcuts.



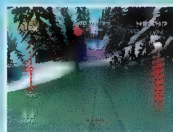
Shortcut 1
At the 13% mark, instead of taking the rail across the small gap, slow down just a tad and drop off of the cliff beneath the rail. Immediately head right and boost to make it across the cliff to the other side.



Shortcut 2
As you come out of the enclosed tunnel at the 52% mark, slow down a bit and immediately turn left after exiting. Hit the rail and jump off to the left to break through the "Out of Bounds" sign.



Shortcut 3
This shortcut is at the 74% mark, just after the large snow-covered bridge. Hug the left side of the course and look for an "Out of Bounds" sign. Smash through it and follow the tunnel to skip a few turns.



Shortcut 4
Look for an "Out of Bounds" sign at the 84% mark, off the main path (if you took Shortcut 3, you'll see it from the top of the first main slope). Smash through it, follow the path down and jump over the main track.

Ruthless (Rival Challenge)

There aren't many shortcuts in the Ruthless race; however, there are a few separate paths that will definitely get you to the bottom of the peak in a shorter amount of time.

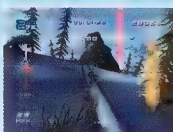


As you clear the first small cliff, head to the right and follow the small path through the cave.



ledge to the other side of the mountain.

At the 26% mark, take the path to the right of the snow bank instead of going through the small rock cropping. Follow the



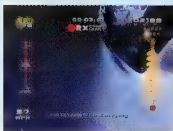
At the 42% mark, grind or slide the log that's angled left on the main path and take it down the rock ridge and down the side of the cliff.



At the 52% mark, take the left path up the mountain. After the path curves right, then left, you'll be on the extreme right ledge. Take this path through the cave.

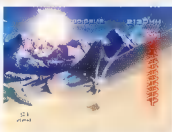


At the 75% mark, take the extreme right path leading down the mountain.



At the 88% mark, stay to the extreme left and take the left path through the mountain. When you exit the cave, take the center path.

Peak 2 Race (Peak Time Challenge)



The Peak 2 Race is a time challenge race; you must beat your rival's time to the bottom of Metro-City. This race can be difficult if you're not familiar with all of the course and mountain shortcuts thus far. The courses you'll have to travel through are Ruthless, Intimidator, Snow Jam and Metro-City. Use the shortcuts and try to hit most of the rails in the transition areas between each course. Beating your rival's time in the Peak 2 Race depends a lot on which paths you take down the mountain, but you should also be performing tricks and landing them so you can use your adrenaline meter to make up time.



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PEAK 3

Gravitude (Race)

Gravitude is an advanced course filled with treacherous ice patches, caves and crazy jumps.



better for the next shortcut.

Shortcut 1

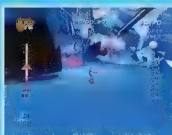
Take the right path from the starting point; it's a little bit faster and sets you up



the path and jump across the two ice ledges to reach the other side.

Shortcut 2

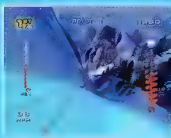
At the 10% mark, look for the "Out of Bounds" sign near the upper right side of the course. Follow



plateau) and take the path through the tunnel.

Shortcut 3

Look for another "Out of Bounds" sign near the 22% mark (if you took the previous shortcut, just stay to the left when you land on the next



Shortcut 4

After you come down from the big jump, angle yourself to the left near the 42% mark and take the inside left track.



through the cave to reach the other side.

Shortcut 5

Shortly after the previous shortcut, take the lower path down the mountain near the 44% mark. Follow the path



and follow the path down the mountain.

Shortcut 6

Look to the right side of the main track near the 56% mark for an "Out of Bounds" sign. Break the sign

The Throne (Rival Challenge)

The Throne race is the Rival Challenge for Peak 3. Race your rival down to the bottom of the most treacherous peak this side of the Matterhorn! Here's the best path down the mountain:



Shortcut 7

Stay straight on the path from the previous shortcut and look for another "Out of Bounds" sign near the 62% mark.

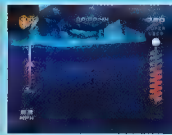


Shortcut 8

Near the 80% mark, the path will split left and right and the lower path will go down the right side of the mountain. Take the right path and avoid the big jump on the left.



Avoid the big jumps in the beginning and keep to the right side of the course.

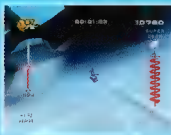


the middle and left paths and take the right path across the ice instead.

Near the 28% mark, stay to the right side of the course. Avoid

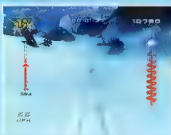


At the 44% mark, follow the path right as it splits and stay on the lower path.

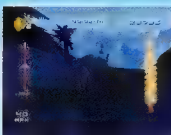


around the snow bank that leads to an underground cavern.

When you reach the 56% mark, take the lower path left or right



At the 63% mark you'll see the path split into three. Follow the right path down to the frozen halfpipes and take the inside track when you reach them.



Stay to the left side of the mountain and look for a log around the 85% mark. Boost across the log to the other side of the ravine.



Boost off the log to the mountain below.

Stay on the upper path and look for a log hanging off the right side of the slope near the 91% mark.

All Peak Race (Peak Time Challenge)



Like the Peak 1 and Peak 2 Races, the All Peak Race is a time challenge race. You will definitely need patience and endurance for this race—it may take you up to 30 minutes to complete it! The All Peak Race combines the Peak 1 and Peak 2 Races with the Throne and Gravitude courses. To get a top time, it is imperative to know each and every shortcut in the race courses and the best paths to take down the mountains. As with the previous time challenges, sliding or grinding logs and rails in the transition areas will maintain your top speed and max out your adrenaline meter. Remember to keep performing tricks down the mountain; you'll need adrenaline to get through some areas without letting precious seconds slip by. The more you bail or travel "off limits," the further you move away from beating your rival's time.

SSX3 SECRETS

There are so many extra things to see and unlock in SSX3 that you will literally spend dozens of hours trying to get everything. Most of the items can be purchased in any of the specific peak lodges; however, many of the secret characters must be unlocked. Included in the list of unlockables are character figurine toys, trading cards with player stats, SSX3 artwork, course snapshots, uberticks and even videos. In addition, SSX3 lets you fully customize your characters with clothing and accessories that fit their unique style. Some of the accessories are downright outrageous! Why race as boring Zoe when you can make her look like the angel of death, complete with bat wings and a flaming skull? Unfortunately, this gear costs serious dough, so you'll have to save up your pennies if you truly want to have the wildest character on the mountain!



BIG CHALLENGE LOCATIONS

Because some of the Big Challenges can be difficult to locate, I've compiled a list of every single Big Challenge location in each of the three peaks. The list begins on page 60!

Back... in black.



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BY PAT REYNOLDS

STAR WARS REBEL STRIKE ROGUE SQUADRON III

REBEL RIDES

You'll get the opportunity to take the controls of many types of vehicles in Rebel Strike. Learning the strengths and weaknesses of each will help you get through the game.

X-WING

The mainstay of the rebel fleet and chosen starfighter of Rogue Squadron, the X-Wing is the most well-balanced ship in the game. It's fast, well-shielded and packs a real punch thanks to its four laser cannons and stock of proton torpedoes. If you need to get somewhere in a hurry, you can close the S-foils (wings) for a boost of speed (although you lose the ability to attack until you slow down again).



Y-WING

The Y-Wing is a highly specialized starfighter. Its powerful ION cannon can shut down targets of opportunity, allowing commando teams to board and take control. The Y-Wing is slow, but boasts heavy shields to compensate. Because of its specialized nature, the Y-Wing lacks some offensive power. In missions with many TIE Fighters to dogfight, the X-Wing or A-Wing is a better choice.



A-WING

The fastest starfighter in the Rebel fleet, the A-Wing was designed to match the speed and turning ability of the Imperial TIE Interceptor. The price for this unmatched speed is weak shields. The A-Wing has the lightest shielding of all the Rebel ships, so you'll need to use its speed and maneuverability to compensate.



B-WING

When you absolutely need to destroy every Imperial capital ship in the sky, the B-Wing is the way to go. Although it's very slow, the B-Wing has the best shields in the game, and it carries the heaviest armament as well. Like the X-Wing, the B-Wing can put on a burst of speed at the expense of offensive capability.



JEDI STARFIGHTER

During one mission, you'll discover, repair and fly an abandoned Jedi Starfighter. The precursor to the TIE Wing, this small craft is fast and highly maneuverable.



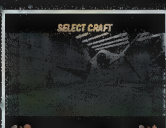
AIR SPEEDER

A fast attack vehicle that flies several meters off the ground, making it ideal for any type of terrain. In addition to its twin laser cannons, the Speeder features a powerful tow cable which can be used to cripple Imperial AT-AT walkers. You can also use it to snag bombs from the ground and deliver them to enemy targets. Use the Speeder's maneuverability to avoid taking damage, as the craft is only lightly armored.



TIE HUNTER

A new version of the Imperial Twin ION Engine (TIE) starfighter, the TIE Hunter mimics the S-Foil design of the Rebel X-Wing, closing its wings to attain incredible speed. Be careful when piloting this craft, though—like most TIE designs, it lacks any type of shielding beyond its natural hull armor.



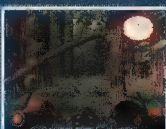
AT-ST

The Imperial AT-ST is used as a scout vehicle, leading the way for the heavier AT-AT attack vehicles during planetary invasions, or used to hold control of key areas. By holding the R button to move the walker forward, you can aim its head independently to clear out enemies in the area. The AT-ST's powerful laser cannons and missiles are more than a match for most attackers.



SPEEDER BIKE

Another Imperial scout vehicle, the speeder bike is incredibly fast, but both lightly armed and armored. Its single laser cannon is sufficient for taking out probe droids and enemy speeder bikes, however. Although the speeder bike is land-based, its repulsor lifts allow you to gain some height for short periods of time. Use this to get over low obstacles like rocks and fallen trees.



WALKTHROUGH

After clearing the "Revenge of the Empire" mission, the storyline branches into two separate paths. Here's a breakdown of the mission flow. The left and right columns show the two separate paths, which follow the journeys of Luke Skywalker and Wedge Antilles, respectively. These paths re-join later in the game as part of the middle path. The middle path contains the Tatooine Training mission (not covered in this guide), the bonus missions and the final set of missions leading to the conclusion of the game.

Path 1 (Luke)	Middle Path	Path 2 (Wedge)
Defiance at Dantooine	Tatooine Training	Raid at Bakura
Defenders of Rallitir	Revenge of the Empire	Relics of Geonosis
Extraction from Rallitir	Death Star Rescue	Deception at Desttrillion
Battlefield Hoth	Speeder Bike Pursuit	Guns of Dubrillion
Trials of a Jedi	Triumph of the Rebellion	Fondor Shipyard Assault
The Sarlacc Pit	Attack on the Executor	
	Rebel Endurance	



REVENGE OF THE EMPIRE

Transportation X-Wing, on foot

Objective: Destroy the Imperial transports

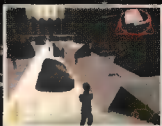
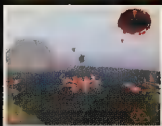
Take out the large transports as quickly as possible. The transports are clumped together in groups, so you'll need to use your air brakes (L) to avoid crashing into them as you make your strafing runs.

Objective: Destroy the Imperial loader shuttles

There are six shuttles total, each carrying a drop crate with an AT-ST walker inside. The first three shuttles are directly ahead, so take them out quickly and then focus on the final shuttles, which are dropping their lethal cargo on the small chain of islands near the transport ship. Take out any walkers that have begun firing on the rebel transport, then destroy their cargo crates to finish this objective.

Objective: Find the General

Objective: Escape with the General
Make your way through the Yavin base until you reach the throne room, where General Madine and his guard are pinned down under heavy Imperial fire. Take out all of the Stormtroopers in the area before leading the General to the hangar and finishing the mission.



DEFENSE ON DARTFOOL

Speeder bike, on foot

Objective: Reach the Imperial landing zone before the transports lift off

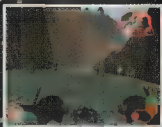
You'll start this mission on a speeder bike, darting through the canyon toward your rendezvous with the Imperial defector Tycho. Probe droids are scattered throughout the canyon; shoot them from a distance or you'll risk taking damage when they auto-destruct. Your speeder bike is capable of raising its altitude for short periods—use this to avoid the many rocks and other obstacles along the route.

Objective: Stop the ground transport that's carrying Tycho

Man the Imperial laser cannon batteries and disable the APC while fighting off the troopers that appear to stop you. Run from battery to battery as the APC slowly moves toward its launch site. Keep directing your fire at the APC and it will start to smoke, then crash.

Objective: Follow Tycho back to the Rebel landing zone

It's back onto the speeder bike as you follow Tycho back to your LZ. The first section (on top of the ridge) is tough because it's easy to fall off the sides while avoiding obstacles. Use your boost to make the long jumps along the path; you'll eventually return to the canyon floor below and the safety of the landing zone.



DEFENDERS OF RALLTIIR

Air Speeder

Objective: Destroy Imperials threatening the shield generator

Take out the APCs and AT-PT walkers around the shield. You can "grab" any of the mines with your tow cable and fly over an enemy unit to detonate it. Deal with the giant AT-AT walkers as they fly close to them and using your tow cable to entangle their legs, toppling them over. Your Air Speeder is poorly shielded and cannot take many hits before being destroyed; use its high speed and maneuverability to avoid the enemy laser cannons. Take out the attacking force to clear this mission.

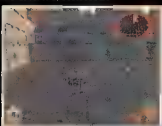


EXTRACTION FROM RALLTIIR

AT-ST, on foot

Objective: Clear the way to the Blockade Runner

Take control of an Imperial AT-ST to lead the scientists through the streets of Ralltiir. Ignore the Stormtroopers on the ground whenever a more dangerous target such as an APC or another AT-ST appears. Use your missiles to soften up these enemies and make it easier for your lasers to take them apart.



Objective: Regain control of the Blockade Runner

In a scenario straight out of *A New Hope*, you'll fight through hordes of Imperial Stormtroopers in the confined hallways of a Corellian transport ship. When you reach the mounted laser cannon, quickly take control of it and turn it on the Stormtroopers that rush into the hallway ahead of you. Mow them all down to finish this mission.

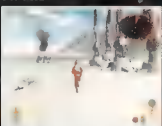


THE BATTLE OF YOTH

On foot, Tauntaun, X-Wing

Objective: Take out the two lead AT-ATs

Previous *Rogue Squadron* games have let you relive the David and Goliath battle of Snow Speeders versus AT-ATs from *The Empire Strikes Back*; this mission lets you play out the rest of that battle, starting with Luke Skywalker on foot near his crashed Speeder. Use your grappling cable to get under the AT-AT, then follow the on-screen prompts to cut an opening in the walker's underside and throw a grenade inside.



Objective: Get to the Tauntaun

Objective: Follow Derlin back to Echo Base

Head to the waiting Tauntaun and ride it to the Rebel base. Interestingly, this section uses a *Robotron*-style control scheme that lets you fire your blaster with the C-stick while controlling the direction of the Tauntaun independently. Use this ability to clear a path through the Imperial Snowtroopers along the way.



Objective: Destroy the three AT-STs

Man the Imperial tripod cannon and use it to destroy the three AT-STs and their Snowtrooper escort. Concentrate your fire on the AT-STs' "head" areas to quickly eliminate them.



Objective: Protect the three Rebel transports

Objective: Destroy the TIE Bombers

Finally, provide cover for the fleeing Rebel transport ships by destroying the TIE Bombers in the area. You can safely ignore the TIE Fighters—in fact, there's only enough time to take out the Bombers as they attempt to dogfight the other TIEs will lead to loss of transports and a lower rank for the mission. Lose all of the transports and you'll fail the mission.





TRIALS OF A JEDI

Transportation On foot

Objective: Find your way to the strange creature's home
Objective: Complete Yoda's double-jump tutorial
Objective: Complete Yoda's lightsaber blocking tutorial
 Bringing back memories of the *Super Star Wars* series on the Super NES, this mission consists mainly of several increasingly tougher platform-jumping challenges. When you reach Yoda, follow his instructions to learn to block lasers with your lightsaber and perform the double-jump.



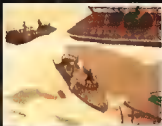
Objective: Follow Yoda back to the X-Wing

More jumping ahead, followed by a button-mashing fest to lift Luke's X-Wing from its swampy prison.

THE SABLEAGE PIT

Transportation On foot

Objective: Get to Jabba's sail barge
Objective: Protect Leia until she gets to the deck gun
 Use your lightsaber to take out the guards on the sand skiff, then jump to the other skiffs and repeat the process. The gunners on the sail barge will constantly fire at you; be sure to face the barge and hold B to deflect their shots. When you reach the fourth skiff, it will pass close enough to the sail barge for you to jump onto the deck. Battle the guards there until Leia gets to the main gun, at which point the mission ends.



RAID AT NAKUSA

Transportation B-Wing

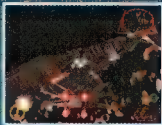
Objective: Disable any fleeing Imperial transports
Objective: Provide cover for the Rebel recovery crews
 When you receive the alert that a transport has left the Imperial space station, chase it down and hit it with your ION cannon to disable it. So the recovery shuttle can come in to rescue the scientists. While the rescue operation is underway, keep the TIE Fighters busy so they can't target the shuttle. Assign your wingmen to the TIEs for the whole mission as well; they're in more maneuverable craft and will be especially useful if you're flying the slow, bulky B-Wing fighter in this mission.



RELIEF OF GEONOSIS

Transportation X-Wing, on foot, Jedi Starfighter

Objective: Find the escort carrier
Objective: Destroy the escort carrier
 When you locate the escort carrier in the asteroid field, hit it with everything you have until it goes down. You'll take a hit and head toward the planet Geonosis for a crash landing.
Objectives: Protect R5
Objective: Destroy the Old Republic gunship
 Wedge's astromech seems to know where it's going; follow it and keep the various Stormtroopers and Battle Droids from blasting it to scrap. Use the E-Web cannon to mow down the large group. When the gunship appears, get to the end of the canyon and man the E-Web cannon there. Use it to destroy the gunship, then get to the crashed Jedi Starfighter nearby.



RELIEF OF GEONOSIS CONTINUED

Objective: Destroy both escort carriers
Objective: Protect the Rebel frigate
Objective: Find the Jedi Starfighter's hyperdrive booster ring

Use the Jedi Starfighter's sonic torpedoes to disable and destroy the escort carriers. You have plenty of torpedoes for both of them, so hit them fast and hard to keep the frigate safe. Finally, find the abandoned hyperdrive booster ring to finish the mission.



DEFECTION AT TRISTELLION

Transportation A-Wing

Objective: Fly through the energy tunnels
Objective: Locate the Imperial research facility

Avoid the energy beams scattered along the tunnel. The Z button allows you to spin your craft on its axis, letting you slip between the narrow spaces between the beams.



Objective: Destroy the TIE Hunters inside the energy field

TIE Hunters are much more advanced models of the standard Imperial TIE Fighter. The Hunters pack a more powerful punch than the regular TIEs and are very fast. Use your missiles to help take them out. When all of the Hunters are gone, the force field around the tunnel entrance will disappear. Follow the energy tunnel to its destination to finish the mission.



Objective: Destroy the targeting relays

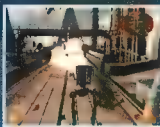
The targeting relays are protected by shields. You'll have to fly down from above and hit the shields with your ION cannon a few times to deactivate them. When you knock out a shield, make a strafing run at the relay to destroy it. Send your wingmen after the TIEs to keep yourself safe. Take out all three targeting relays to complete the mission.



GUNN OF DUBBILION

Transportation AT-ST

Objective: Reach the super laser
 Drive your AT-ST along the streets, taking out enemy AT-STs and troopers. Use a missile to soften up the Imperial AT-STs, then destroy them with laser fire.



In the factory, touching one of the moving canisters will instantly destroy your AT-ST, so stay out of their path. When you reach the end of the factory area, you'll trade your AT-ST for an AT-AT.



Your AT-AT is more than a match for the Imperial AT-STs, TIE Fighters and sentry drones that you'll encounter on the final leg of this mission. The AT-AT moves forward automatically, all you can do is aim and fire. Take out all enemy units until you reach the base of the super laser. Concentrate your fire on the rotating cylinders (there are three of them) to destroy the super laser.





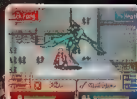
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TONDOR SHIPYARD ASSAULT

Transportation X-Wing

Objective: Defend the Rebel transport

Protect the transport while it makes its ramming run at the shield generator station. Take out the Imperial escort carrier first (use a lot of missiles to quickly destroy it), then concentrate on the TIE Fighters.

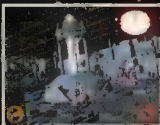
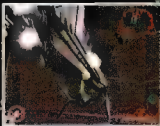
Objective: Use the ION cannons to disable the damaged station's doors

Objective: Destroy the damaged station's shield generator

Use your missiles and laser to take out the generator fast. If the doors start moving before you get to the station, fire an ION blast to freeze the doors again.

Objective: Destroy all three cloaking devices

Stay low to the ground to avoid the surface guns and follow the treacherous path through the construction, taking out the guns along the way. When you reach a cloaking device, hit it with missiles and laser fire to quickly destroy it before moving on to the next one.



DEATH STAR RESCUE

Transportation On foot

Objective: Access the security elevator

Ignore the Imperials in this section—you're dressed in a Stormtrooper uniform, so they won't attack you if you keep your blaster holstered.

Objective: Defeat the enemies in the detention center

Objective: Locate Princess Leia

Objective: Escape the detention center

Help Han and Chewbacca fight the initial swarm of enemies in the control room, then enter the detention center hallway to locate the Princess's cell. Return back down the corridor, fighting the Stormtroopers along the way, and you'll automatically escape from the detention center.

Objective: Find the Millennium Falcon and escape

At the bridge, fight off the Stormtroopers until you get the onscreen prompt to use the grappling hook to swing across. Follow the corridors until you reach the docking bay, and then fight your way to the Falcon to finish this mission.

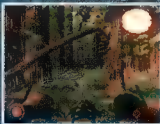


SPEEDER BIKE PURSUIT

Transportation Speeder bike

Objective: Destroy all Biker Scouts

Fire at the scout troopers ahead of you, and use the B button to ram the ones that try to pull alongside. The latter are the most dangerous—if you don't push them off a tree quickly, they'll do it to you. Remember that you can get a temporary lift out of the speeder bike, which is useful for avoiding the fallen trees in your path. At the end of the run, time your button press to hit the attacking speeder bike with Luke's lightsaber and finish the stage.



TRIUMPH OF THE REBELLION

Transportation AT-ST

Objective: Fight your way to the bunker before Han

and Leia are overwhelmed. Follow the path to the bunker, eliminating Imperial AT-STs and troopers along the way. You can call upon the Ewoks for some primitive (but effective) assistance. Use the wingman command tree to choose a weapon for the Ewoks to use.

Objective: Fight your way to the bunker's control room

Objective: Plant the explosive charges

Objective: Fight your way out of the bunker before it explodes

The bunker interior is very small. Place your charges on the indicated spots (look for the rebel symbols) and then run back the way you came to escape becoming a permanent resident.



ATTACK ON THE EXECUTOR

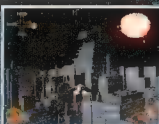
Transportation A-Wing

Objective: Destroy the ION cannons threatening the Calamari cruiser

There are three Star Destroyers in the path of the Rebel cruiser, and they've got their powerful ION cannons trained on it. Use the targeting computer to easily spot the cannons on the surface of the Star Destroyers and destroy them. For the first two Star Destroyers, you only need to worry about the ION cannons on the sides facing the Calamari cruiser. The third Star Destroyer will shift during its attack run, turning around to pound the cruiser with both sets of cannons. You'll need to take out all of the cannons on the final Star Destroyer.

Objective: Destroy the Executor's command deck

The Death Star trench run has been done before in this series, so Factor 5 has given *Star Wars* fans the next best thing—take to the surface trenches of the massive Super Star Destroyer, the Executor, to avoid its powerful lasers. Follow the trenches until you can see the raised bridge section (pop up from time to time to see how far away it is), then then target it with your missiles to finish this mission.



REBEL ENDURANCE

Transportation On foot

How long can you hold out against wave after wave of Imperial troops? Test your skill with this bonus mission and try to set new high scores. It's important to keep moving; use your defensive roll and crouching moves to avoid taking damage while picking off the enemy troopers.



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SELECT GAME PREVIEWS

Unlike the preview sections in most game magazines, the purpose of *Tips & Tricks*

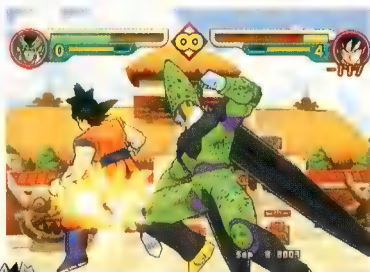
Tricks' Select Game Previews is to show you a bunch of new games that are about to be released so YOU can influence the contents of future issues! See that postcard between pages 50 and 51? Rip it out, write down the names of the games you're most interested in and drop it in a mailbox. We'll total up your votes and use the results to determine which games will be featured in upcoming *TIPS & TRICKS* strategy guides!



PS2 DRAGON BALL Z: BUDOKAI 2 UPDATE!

Publisher: Atari

In Stores: December



DRAGON BALL Z BUDOKAI 2
武 道 会 2

TIPS & TRICKS PICK!

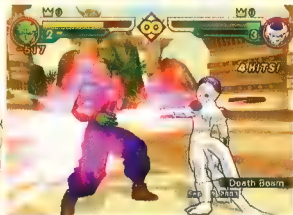


Dragon Ball Z fans loved the original *Budokai*, but the game was severely underrated by many critics. Maybe you had to be a DBZ fan to fully appreciate it, but if you suffered through years of mediocre Super Famicom and PlayStation imports, *Budokai*'s dynamic combat, story depth and outstanding real-time cutscenes automatically made it the best Dragon Ball-related video game, period. The sequel is even better; it features at least 34 characters from several different sagas spanning the entire DBZ run, with a cel-shaded graphic style to more accurately reproduce the look of the original manga and anime series. Most of the extra features and secret characters are unlocked by playing the new Dragon World single-player mode, a board game scenario in which Goku teams up with various characters in an attempt to capture all seven Dragon Balls. With the use of Fusion capsules, players can merge characters together to create Gotenks, Vegito or even all-new, never-before-seen Fusions. (Goku and Hercule? Tien and Yamcha?)



The evil Buu is also present (in three different forms: Majin Buu, Super Buu and Kid Buu) and you'll see him undergo some amazing transformations as he absorbs characters like Freeza, Vegeta and even Cell, taking on their abilities in the process.

Another cool feature: If you load the game with an original *Budokai* save on your memory card, you'll start *Budokai 2* with all of the skill capsules that you earned in the first game!



Hahaha, you hunt for Kakarrot!
I'll search for the Dragon Balls
and deliver them to Master Frieza.

Rep. 0.000000 % Next



1080 AVALANCHE

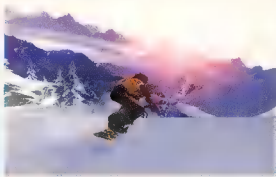
Publisher: Nintendo

In Stores: December



You may fondly recall *1080° Snowboarding*, one of the Nintendo 64's finest games. The long-awaited follow-up is finally here to take virtual snowboard-

ing to its limits! Your skill is tested as you race down a mountainside through natural disasters like avalanches and cave-ins. Mountain runs feature constantly changing terrain affected by avalanches, collapsing bridges, other riders and random wildlife encounters. A unique character-balancing system lets you stay on the board as you flip, spin, grind and trick your way through a huge catalog of moves. As in *Kirby Air Ride*, four players can participate by hooking up four GameCubes with Broadband Adapters and four TVs; doing so will allow each player to have his or own full-screen display.



SYPHON FILTER: THE OMEGA STRAIN

Publisher: Sony

In Stores: February 2004



Gabe Logan is back for the fourth installment of the *Syphon Filter* series, the first on the PS2. A terrorist organization is threatening an outbreak of the deadly Syphon Filter virus, and Logan must assemble a crew of skilled agents to stop them. A number of new gameplay features have been introduced, such as character customization, cooperative online play (with USB headset support) and a matchmaking service that finds online agents of similar rank and skill to join your team. Although there is a large arsenal of weapons that increase in power as you progress, you're only able to carry four weapons at a time, forcing you to



adapt your playing style to each mission. There are 17 single-player levels—some of which are three times the size of levels in previous games—with additional levels available exclusively online.



MOBILE SUIT GUNDAM: ENCOUNTERS IN SPACE

Publisher: Bandai

In Stores: December

Encounters in Space picks up where the original *Mobile Suit Gundam* left off, with new Gundam designs created specifically for the game and a new moves to master. Four different modes of play are available: Story, Side Story, Mission and Ace Pilot. In Story



mode, you control Amuro Ray and his RX-78-2 in their battle against the Principality of Zion. In Side Story, characters exclusive to the game make their debut appearances. Ace Pilot lets you control the elite crew from *First Gundam* and *Gundam 0083*, while Mission mode includes characters from some of the other shows. There are more than 50 suits of armor to choose from, and you can play in split-screen mode with a second player.



ALIAS

Publisher: Acclaim

In Stores: December



A breakout hit when it premiered in 2001, *Alias* remains a popular TV series starring the lithe Jenifer Garner as the double agent, Sydney. On assignment for the CIA, Sydney uses her innate ability to think on her feet, her talents as a martial artist and her skill with high-tech gadgetry to bring down the criminal organization SD-6. Unfortunately, the mastermind behind SD-6, Arvin Sloane, is still on the loose, so Sydney must remain constantly vigilant. In the video game, you get to slip into Sydney's shoes and take part in an original script developed for the game by the *Alias* TV staff writers. Expect stealth/espionage missions that involve simultaneous combat with multiple enemies, high-performance weapons and cutting-edge technology.




GRADIUS V

Publisher: Konami In Stores: February 2004



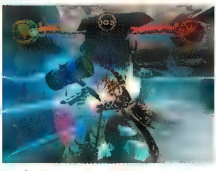



Gradius V adds to a long list of popular shoot-'em-ups as the first game in the series to be designed specifically to push the limits of today's console systems. Traditionalists need not despair, however—the classic side-scrolling action has been left intact. The Vic Viper blasts its way through seven spectacular stages using 12 upgradeable power-ups, including two new ones called the Option Bomb and the Option Stock. In addition to the new power-ups, a new feature called "Option Controls" lends extra depth and challenge to the gameplay. Complete challenging missions and destroy the Bacterian core while flying through original level designs and firing brand-new weapons!

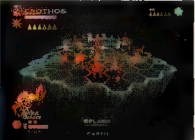
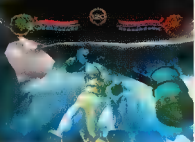
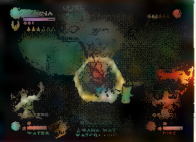



WRATH UNLEASHED

Publisher: LucasArts In Stores: February 2004



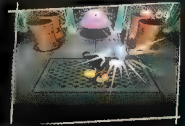
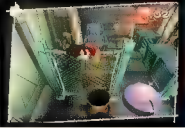

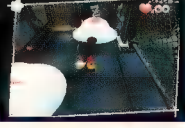
Wrath Unleashed is a strategy game where you control an army of beautifully designed mythological creatures and watch them bash each other to bits! Once two creatures occupy the same space on the playing field, they engage in a tooth-and-nail one-on-one melee on a separate, fully 3-D fighting arena. Monsters are patterned after classic mythical creatures such as dragons, centaurs, unicorns and demons. As an overlord, you control up to 25 different creatures which can help you to conquer all of the floating magical island territories. Different creatures have different affinities and are categorized into four basic Realms: Dark Chaos, Light Chaos, Dark Order and Light Order. Unleash the wrath!

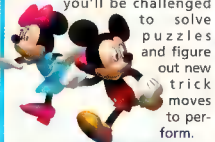


DISNEY'S HIDE & SNEAK

Publisher: Capcom In Stores: December

Disney's *Hide & Sneak* is a challenging combination of puzzle and stealth gameplay. Playing as either Mickey or Minnie Mouse, you must rescue your significant other from mysterious, unidentified flying creatures. The controls are simple and the graphics are composed with the quality expected of animated Disney characters. Some of the "Trick" maneuvers that Mickey and Minnie perform are outlandish, such as running straight up walls to avoid flames that burst upwards from behind. In stealth mode, the game freezes while you check the surroundings to find the best path for avoiding enemies. Each of the three different locations—warehouse, museum and ruins—is divided into 10 unique levels where you'll be challenged to solve puzzles and figure out new trick moves to perform.





R: RACING EVOLUTION

Publisher: Namco In Stores: December




The evolution of Namco's popular *Ridge Racing* series has continually kept pace with the advancements in console technology... and the race girls seem to be evolving with the times as well! *R: Racing Evolution* will feature eight unique racing styles, including Drag, GT and Rally. There are four different modes, including Racing Life, a story mode where you enter the competitive world of pro racing to vicariously experience the thrill of leaving your opponents in the dust as you race for the finish line. A reward system lets you accumulate points to purchase vehicle modifications and unlock new cars. There's also a new Interactive Driver AI system and an in-game radio communication feature, all designed to fully immerse you into the high-speed driving experience.



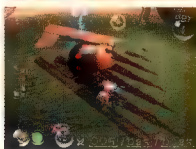
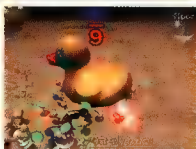




PIKMIN 2

Publisher: Nintendo

In Stores: 2nd Quarter 2004



The pudgy and short Captain Olimar is back with a taller and more gangly sidekick. (Hmmm...sounds suspiciously like a couple of other well-known Nintendo characters!) Managing the Pikmin and understanding their unique properties is still the key to survival—not for Olimar and his assistant, but for the nearly-bankrupt company they work for. The amiable Pikmin creatures help the hapless duo to mine the treasure buried under the planet. The red, yellow and blue Pikmin from the first game are back, but be on the lookout for new colors and abilities as well. You can even play cooperatively with a second player! Best of all, poor Olimar no longer has to race against the clock to repair his ship before his oxygen ran out; now you have as much time as you want. With randomly generated maps, over 60 varieties of enemy creatures and valuable doodads scattered across the planet, you'll need it!



MISSION: IMPOSSIBLE—OPERATION SURMA

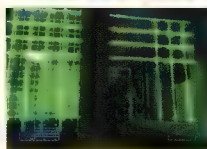
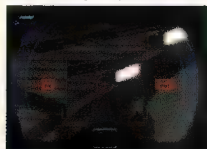
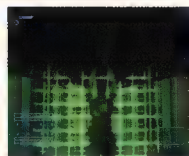
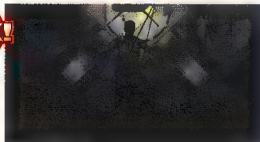
Publisher: Atari

In Stores: December

It has been five long years since Ethan Hunt graced the Nintendo 64 and original PlayStation with his presence.



In this follow-up to the movie-based *Mission: Impossible* (also coming for the PS2), Ethan once again heads the IMF team in an adventure that seems heavily inspired by Tom Clancy's *Splinter Cell*.



Ethan's weapons include tranquilizer darts, handheld lasers, digitally enhanced surveillance objects and sonic imagers, all staples of the film and classic TV show. The first game was much more mission-oriented and involved a great deal of identity changing, so if you want to get ready for the next chapter, you should pick up *Splinter Cell* and get used to its control scheme and playing style.

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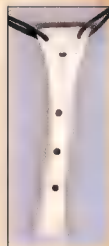
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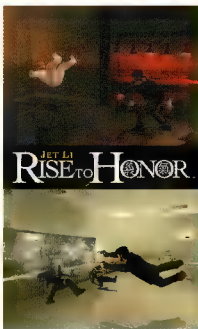
Call Toll Free: 1-866-622-7462

RISE TO HONOR

Publisher: Sony In Stores: February 2004



Starring the motion-captured image of action hero Jet Li, *Rise to Honor* tells the story of a bodyguard named Kit Yun whose charge, the leader of a gang of Hong Kong criminals, is brutally assassinated. His dying boss asks Kit to deliver a message to his estranged daughter Michelle in San Francisco, and thus begins Kit's descent into a web of intrigue where his sense of honor and duty are tested to their limits. *Rise to Honor* showcases a simple 360° fighting system in which Kit can pull off combos and fire weapons using the two analog joysticks. Build up enough adrenaline and Kit might even perform a super strike! With 11 levels set in the thriving cities of Hong Kong and San Francisco, *Rise to Honor's* hectic action sequences truly make it feel like a martial arts movie come to life.



BLACK 9

Publisher: Majesco In Stores: March 2004



Black 9 refers to nine different Illuminati (secret societies) which are vying for dominance in the year 2080. As a mercenary caught in the power struggle—and with other mercenaries, assassins and spies to contend with—mastering a wide arsenal of weapons, vehicles and high-tech gadgetry is the only way to survive. You can choose from four different mercenary characters in four character classes. As gameplay progresses, your skills will increase, similar to gaining experience in a role-playing game. The game alternates between shootouts and stealth missions. Acquiring weapons and body reconstructors will help you to take out rival soldiers, spies, assassins and even other mercenaries for a quick buck! *Black 9* will offer online support on Xbox Live and the PC, with unique multiplayer levels designed exclusively for online play.

BLACK 9

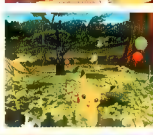
POKÉMON CHANNEL

Publisher: Nintendo In Stores: 2004



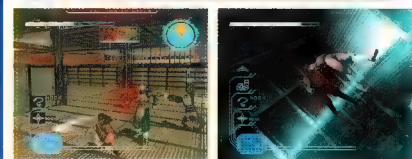
In *Pokémon Channel*, you enlist the aid of Pikachu to recover missing video clips from the television station's most popular show. Once you edit them together, you can watch the broadcast—which includes DVD-quality original

animation featuring the Pichu Bros., a news channel, a quiz show and even a shopping channel! Obsessive-compulsives, take heart: You can also find and collect Pokémon "NiceCard" lenticulars and play a virtual edition of *Pokémon Mini*. There's even something for aspiring artists, a 3-D paint tool which can be used to color a scene from the TV programs. When you're finished, display your creation in Smeargle's gallery! As you and Pikachu search for missing clips, you'll encounter wild Pokémon. It shouldn't be too hard...there are more than 400 of them now!

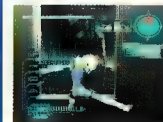


CY GIRLS

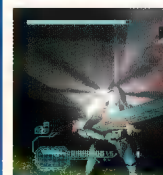
Publisher: Konami In Stores: February 2004



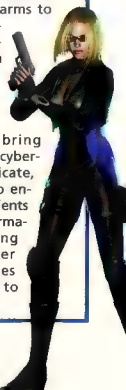
The sexy lead female characters in *Cy Girls* have the unique ability to travel between the real world and a virtual reality universe where they can download new techniques and abilities. Crime fighters of a new order, the two female leads thrive in a futuristic world where they must use martial arts



skills and powerful firearms to combat criminals hand-to-hand or in ranged attacks. Players can switch between Ice, who wields the weapons, and Aska, whose ninja abilities are equally deadly. As the



duo tries to bring down an evil cyber-terrorist syndicate, their ability to enhance their talents and gain information by diving into the cyber universe makes them a force to reckon with.

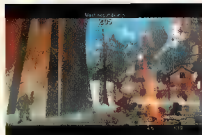




ARMED AND DANGEROUS

Publisher: LucasArts

In Stores: December



UPDATE! LucasArts has a fine eye for the ridiculous, as anyone who's played *Grim Fandango* or the *Monkey Island* series can attest.

Now that humor is being applied to a frenetic action game where four eager young Scottish rebels are attempting to pull off a bank heist right in the middle of a raging war! The ludicrous gang of misfits—a criminal mastermind, a robot, a madman and a mole—runs through battlefields filled with psychotic robots, huge Goliaths and a number of equally insane or ugly enemies. Despite the massive warfare happening all around them, these rebels are determined to pull off their bank job! With *Armed and Dangerous* available right around Christmas, it's the perfect time to celebrate dedicated greed!

TIPS & TRICKS



LIFELINE

Publisher: Konami

In Stores: February 2004



Look, Mom, no hands! In *Lifeline*, the only controller you'll need is a microphone. At the beginning of the game, you awaken to find yourself mysteriously trapped in the security station of a futuristic space hotel with nothing but a bank of surveillance monitors. Your sole connection



to the outside world is a female survivor named Rio, who you can give instructions to via the microphone. From your vantage point in the monitoring station, you can watch the surveillance videos and help Rio as she combats deadly and terrifying enemy creatures. Already an award-winning title in Japan



(where it was released under the title *Operator's Side*), *Lifeline's* unique interface features voice-recognition of more than 5,000 words, including, "Shoot!" "Run!" and "Reload!" Don't yell too loud or your neighbors might call the police!



FIREFIGHTER F.D. 18

Publisher: Konami

In Stores: March 2004



If you ever played *Burning Rangers* on the Saturn, *The Ignition Factor* on the Super NES or even *Fire Fighter* on the Atari 2600, you know that playing as a firefighter makes for a highly rewarding video-game experience. There's nothing like the satisfaction of rescuing helpless victims of fire, saving their lives without having to endure the real-life risks that our heroic firemen and women must endure. Konami's *Firefighter F.D. 18* plays like an interactive version of the movie *Backdraft*, complete with a mysterious arsonist and even a budding love story involving firefighter Dean McGregor and news reporter Emilie Arvin. It's not just non-stop water squirting; there's actually a complex, emotionally-involving plot to go along with the explosive action.

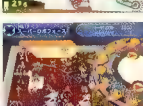


GOTCHA FORCE

Publisher: Capcom

In Stores: December

Obsessive-compulsive toy collectors beware: *Gotcha Force* has 200 different toy designs, from robots to ninjas to hideous monsters, all of which can be inducted into your "Force," or army. A simple fighting game, *Gotcha Force* is easy to pick up and play. There are three basic modes: Endless, Vs. and Story. In Story mode you can collect "Gotcha Borgs" which are added to your growing Force of miniature minions. In Endless mode, you'll take on a computer-controlled Force, either as a solo player or cooperatively with one other person. Up to four players can participate in Vs. mode, where many different characters fill the screen as everyone pulls off special maneuvers. *Gotcha Force* may inspire the types of fits that seized toy collectors obsessed by a certain other collectible phenomenon...

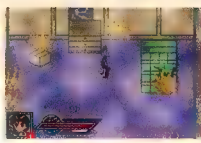




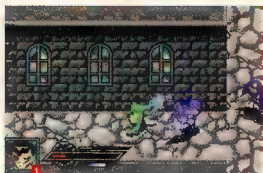
YU YU HAKUSHO: SPIRIT DETECTIVE

Publisher: Atari

In Stores: December



As seen in the pages of *Shonen Jump* and on Saturday-morning TV, *Yu Yu Hakusho* tells the story of Yusuke Urameshi, a teenage street punk who is given a chance to return to Earth after being killed in an accident. Hugely popular in Japan, the series has inspired over a dozen video games on consoles ranging from the PC Engine and 3DO to the Game Boy, Game Gear and Super Famicom (SNES). This is the first *Yu Yu Hakusho* game in North America. It's an adventure game with real time combat, and it features every main character from the original manga: Yusuke, Kuwabara, Kurama Hiei, Botan and Kayako are all playable characters. Atari is also promising a "creative storyline" with a "surprise ending."



SWORD OF MANA

UPDATE!

Publisher: Nintendo

In Stores: December



The prequel to Square Enix's *Mana* series makes its way to the Game Boy Advance this Winter. In an effort to stop the use of symbolic power for evil purposes, a woman from the Mana Clan transforms herself into the Mana Tree, locking the power away from anyone attempting to abuse it. The heroine of the story possesses deep ties to the goddess Mana. As the Dark Lord is persecuting the Mana Clan, the heroine embarks on a journey to protect it. Depending on which character you choose, the storyline will vary accordingly. Those who played *Secret of Mana* on the Super NES will recognize the Master Ring Commands, which allow easy swapping of magic and weapons during battle; veterans of the series can jump into the game without having to relearn an entire new system of fighting. Square fans rejoice: A future classic awaits!



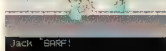
RIVER CITY RANSOM EX

Publisher: Atlus

In Stores: January 2004



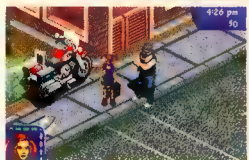
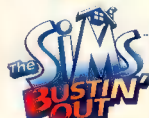
Based on *River City Ransom* for the Nintendo Entertainment System, this new GBA cart is connected to Technos Japan's long-running "Hot Blooded High School" series of action and sports games starring a character named Kunio. (Other games from the series which were released in North America include *Super Dodge Ball* and *Crash 'n' the Boys: Street Challenge*.) It's essentially a side-scrolling fighting game, but the character designs and story depth really set it apart from non-stop beat-'em-ups like *Final Fight* or *Streets of Rage*. As you scroll along, you gather clues, make friends and enemies and visit shops to purchase items that will increase your stats and enable you to perform additional attack techniques. You can even link up with another Game Boy Advance to take on the gangs of River City with a friend or compete against each other in Battle mode.



THE SIMS: BUSTIN' OUT

Publisher: Electronic Arts

In Stores: December



There are tons of new experiences for your Sims to enjoy in *Bustin' Out*, which is also being released for the three major consoles (PlayStation 2, GameCube and Xbox). The new title features a number of new locations such as Clubb Rubb and the Love Shack, plus the ability to get into your scooter or car and motor around town. New career paths include Fashion Victim, Mad Scientist and Gangster. The GBA edition features 20 unique locations, eight mini-games, 150 different objects to buy or trade and even daily auctions! When you connect the Game Boy Advance to the GameCube version, you'll unlock a brand-new level in the GBA as well as a special cabinet in the GameCube version where your Sim can play several mini-games. When they say "Bustin' Out", they mean it!





Upcoming Game Release Calendar

Publishers: Please contact us with updates and/or corrections.

SELECT

PLAYSTATION

DECEMBER
Soccer Kid (Telegames)
JULY

Neopets: The Darkest Faerie (Sony)

PLAYSTATION 2

DECEMBER
Alias (Acclaim)
Dragon Ball Z: Budokai 2 (Atari)
Extreme Force (Namco)
Funkeater Heli's Digital Fly Factory (Jack of All Games)
Intervention Lives (Crave)
Karaoke Revolution (Konami)
The King of Fighters 2000 & 2001 (SNK)
Max Payne 2: The Fall of Max Payne (Rockstar)
Mission Impossible: Operation Surma (Atari)
Mobile Suit Gundam: Encounters in Space (Bandai)
R: Racing Evolution (Namco)
The Sims: Bustin' Out (EA)
Ten Pin Alley (Jack of All Games)
Tom Clancy's Ghost Recon: Jungle Storm (Ubisoft)
Trivial Pursuit: Unhinged (Atari)
Wheel of Fortune (Atari)

JANUARY

Baldur's Gate: Dark Alliance 2 (Vivendi Universal)
Charlie's Angels (Ubisoft)
Culdip (Capcom)
Daredevil: The Man Without Fear (Encore)
Fallout: Brotherhood of Steel (Vivendi Universal)
The Fast and the Furious (Vivendi Universal)
Final Fantasy XI (Sony)
Gran Turismo 4 (Sony)
The King of Fighters 3D (SNK)
The Lord of the Rings: The Two Towers (Vivendi Universal)
Mega Man (Gotham)
Maximo vs. Army of Zin (Capcom)
Metal Slug 3 (SNK)
NFL Unleashed (THQ)
NFL Street (EA Sports BIG)
Sonic Heroes (Sega)
Star Trek: Shattered Universe (TDK)
Superstar GT (EA)
Syphon Filter: The Omega Strain (Sony)
X-Files: Resist or Serve (Vivendi Universal)

FEBRUARY

Air Force Delta Strike (Konami)
Cabela's Off Road Adventure (Activision)
Champions of Norrath: Realms of Everquest (Sony)
Colin McRae Rally 4 (Codemasters)
Drift Racers: Kaido Battle (Sammy)
Driver 3 (Atari)
ESPionage (Midway)
The Four Horsemen of the Apocalypse (3DO)
Jack Vol. 4: Quarantine (Bandai)
Hunting Unlimited 2 (Hip)
Ice Nine (BAM!)
Jacked (3DO)
Jane's Attack Squadron (Xicat)
Jet Li: Rise to Honor (Sony)
Lifeline (Konami)
Lobo (Kemco)
Lupin the 3rd (Bandai)
Mega Man Anniversary Collection (Capcom)
Moto GP 4 (Namco)
NARC (Midway)
NBA Ballers (Midway)
Pitfall Harry (Activision)
The Seven Samurai 20XX (Sammy)
Starcraft: Ghost (Vivendi Universal)
Street Racing Syndicate (Namco)
The Suffering (Midway)
Winning Eleven 7 (Konami)
Wrath Unleashed (LucasArts)

MARCH

Crimson Sea (Kos)
Cy Gills (Konami)
Drakengard (Square Enix)
Fire Fighter FD 18 (Konami)
Ghost Master (Empire)
Gradus V (Konami)
Growlanser Generations (Working Designs)
James Bond 007: Everything or Nothing (EA)
Micro Mayhem (Jaleco)

Resident Evil: Outbreak (Capcom)
Scooby-Doo! Mystery Mayhem (THQ)
Splinter Cell: Pandora Tomorrow (Ubisoft)
Top Gun 2 (Titus)
Travis Pastrana's Pro Moto X (Activision)
UFC Throwdown 2 (TDK)
Vivendi's Scarlet Police Chases (Vivendi Universal)
APRIL
IHRA Drag Racing 3 (Bethesda)
PBA Bowling 2003 (Bethesda)
Star Ocean: The Till End of Time (Square Enix)
Tom Clancy's Rainbow Six: Raven Shield (Ubisoft)

MAY

Shawn Palmer's Pro Snowboarder 2 (Activision)
Shrek 2 (Activision)
X-Men Legends (Activision)
JUNE
A Sound of Thunder (BAM!)
Black 9 (Majesco)
Spider-Man 2 (Activision)

AUGUST

Xenosaga: Episode II (Namco)
OCTOBER
Metal Gear Solid: Snake Eater (Konami)

POSSIBLE IN 2004

Blood Will Tell (Sega)
Call of Man X: Command Mission (Capcom)
Gregory Horror Show (Capcom)
Gungrave: Overdose (Sega)
Headhunter: Redemption (Sega)
Hyper Street Fighter II: Anniversary Edition (Capcom)
Kingdom Hearts II (Square Enix)
Legends of Wrestling III (Acclaim)
McFarlane's Evil Prophecy (Konami)
Mega Man X: Command Mission (Capcom)
Monster Hunter (Capcom)
Nightshade (Sega)
Oni (Namco)
Onimusha 3 (Capcom)
Onimusha Blade Warriors (Capcom)
Red Ninja: End of Honor (Vivendi Universal)
Silent Hill 4 (Konami)
Siren (Sony)
SVC Chaos: SNK vs. Capcom (SNK)
State of Emergency 2 (Rockstar)
Suikoden IV (Konami)
Transformers: Armada (Atari)
Victoraman (Sony)
Way of the Samurai 2 (BAM!)
Wild Arms Alter Code: F (Sony)

GAMECUBE

DECEMBER

1080 Avalanche (Nintendo)
Dragon Rumble Arena 2 (Bandai)
Gears of War: A Sneak (Capcom)
Gotha Force (Capcom)
I-Ninja (Namco)
The Legend of Zelda: The Four Swords (Nintendo)
Midway Arcade Treasures
Mission Impossible: Operation Surma (Atari)
Pac-Man Vs. (Namco)
Pokémon Channel (Nintendo)
R: Racing Evolution (Namco)
The Sims: Bustin' Out (EA)
FEBRUARY
Army Men: Sarge's War (3DO)
Crouching Tiger, Hidden Dragon (Ubisoft)
Freestyle Street Soccer (Acclaim)
Harvest Moon: A Wonderful Life (Natsume)
Jacked (3DO)
NFL Street (EA Sports BIG)
Sonic Heroes (Sega)

FEBRUARY

Extreme Force (Namco)
Final Fantasy: Crystal Chronicles (Nintendo)
The Four Horsemen of the Apocalypse (3DO)
Mega Man Anniversary Collection (Capcom)
Micro Mayhem (Jaleco)
NBA Ballers (Midway)
The Powerpuff Girls: Relish Rampage (BAM!)
Pitfall Harry (Activision)
Starcraft: Ghost (Vivendi Universal)
The Suffering (Midway)

MARCH

James Bond 007: Everything or Nothing (EA)
Metal Gear Solid: The Twin Snakes (Konami)
Pokémon Colosseum (Nintendo)
Scooby-Doo! Mystery Mayhem (THQ)
Splinter Cell: Pandora Tomorrow (Ubisoft)
Zoids: Battle Legends (Atari)

APRIL

Chibi Robo (Bandai)
Tales of Symphonia (Namco)
MAY
Pikmin 2 (Nintendo)
Shrek 2 (Activision)
Star Fox 2 (Nintendo)
Trinity: The Shatter Effect (Activision)
X-Men Legends (Activision)

JUNE

NARC (Midway)
Spider-Man 2 (Activision)
POSSIBLE IN 2004
Donkey Konga (Nintendo)
Geist (Nintendo)
GripTia (Nintendo)
Killer 7 (Capcom)
The Legend of Zelda: Tetra's Trackers (Nintendo)
Mario Tennis (Nintendo)
Mega Man X: Command Mission (Capcom)
Oddworld: Stranger's Wrath (CERO Revolution)
Resident Evil 4 (Capcom)
Warrior Ware, Inc. (Nintendo)

XBOX

DECEMBER

Alias (Acclaim)
Armed & Dangerous (LucasArts)
Crouching Tiger, Hidden Dragon (Ubisoft)
Dance Dance Revolution Ultramix (Konami)
Dead Man's Hand (Atari)
Deus Ex 2: Invisible War (Eidos)
Digimon Rumble Arena 2 (Bandai)
Funkeater Heli's Digital Fly Factory (Jack of All Games)
Intervention Lives (Crave)
Kameo: Elements of Power (Microsoft)
Max Payne 2: The Fall of Max Payne (Rockstar)
Mission Impossible: Operation Surma (Atari)
Music Ninja (Microsoft)
Ninja Gaiden (Tecmo)
R: Racing Evolution (Namco)
The Sims: Bustin' Out (EA)
SpyHunter 2 (Midway)
Trivial Pursuit: Unhinged (Atari)
Unreal II: The Awakening (Atari)

JANUARY

Auto Modellista (Capcom)
Baldur's Gate: Dark Alliance 2 (Vivendi Universal)
Daredevil: The Man Without Fear (Encore)
Dead or Alive Online (Tecmo)
Fallout: Brotherhood of Steel (Vivendi Universal)
Freestyle Street Soccer (Acclaim)
Mafia (Gotham)
MX Unleashed (THQ)
NBA Ballers (Midway)
NFL Street (EA Sports BIG)
Pilot Down (Dreamcatcher)
Sonic Heroes (Sega)
Star Trek: Shattered Universe (TDK)
Sudeki (Microsoft)

FEBRUARY

Armada 2: Star Command (Metro 3D)
Breakdown (Namco)
DroneZ (Metro 3D)
ESPionage (Midway)
Extreme Force (Namco)
The Fast and the Furious (Vivendi Universal)
FLA World Tennis (Xicat)
Full Spectrum Warrior (THQ)
Lobo (Kemco)
NARC (Midway)
Outlaw Golf 2 (Simon & Schuster)
Pitfall Harry (Activision)
Silent Scope Complete (Konami)
Starcraft: Ghost (Vivendi Universal)
The Suffering (Midway)
Top Angler (Xicat)

Wrath Unleashed (LucasArts)
X-Files: Resist or Serve (Vivendi Universal)
MARCH
Banjo Pilot (THQ)
Black 9 (Majesco)
Driver 3 (Atari)
Fable (Microsoft)
Fallout: Into the Maelstrom (Titus)
Fusion Frenzy 2 (Microsoft)
Ghost Master (Empire)
James Bond 007: Everything or Nothing (EA)
The Kora Gang (CDV)
Micro Mayhem (Jaleco)
The Lord of the Rings: The Two Towers (Vivendi Universal)
Rallispot Challenge 2 (Microsoft)
Scooby-Doo! Mystery Mayhem (THQ)
Sitting Ducks (Hip)
Sonic Battle (Sega)
Splinter Cell: Pandora Tomorrow (Ubisoft)
Steel Battalion: Line of Contact (Capcom)
Tenchu: Return from Darkness (Activision)
Thief III (Eidos)
Travis Pastrana's Pro Moto X (Activision)
World's Scariest Police Chases (Vivendi Universal)

APRIL

Halo 2 (Microsoft)
Oddworld: Munch's Oddysee 2 (Microsoft)
Operation Flashpoint (Codemasters)

MAY

A Sound of Thunder (BAM!)
Shrek 2 (Activision)
Trinity: The Shatter Effect (Activision)
Shawn Palmer's Pro Snowboarder 2 (Activision)
X-Men Legends (Activision)
JUNE
Doom III (Activision)
Shadow Ops: Red Mercury (Atari)
Spider-Man 2 (Activision)
The Unseen (Microsoft)

POSSIBLE IN 2004

Advent Rising (Majesco)
Conker Live & Uncut (Microsoft)
Jade Empire (Microsoft)
Legends of Wrestling III (Acclaim)
Otogi 2 (Sega)
Phantom Dust (Microsoft)
Red Ninja: End of Honor (Vivendi Universal)
State of Emergency 2 (Rockstar)
True Fantasy Live Online (Microsoft)

GAME BOY ADVANCE

DECEMBER

Baldur's Gate (Ubisoft)
Heroes of the Aladdin (Capcom)
Hardcore Pool (SVG)
Max Payne (Take 2)
Mission Impossible: Operation Surma (Atari)
Need for Speed: Underground (EA)
Ozzy & D (Midway)
The Sims: Bustin' Out (EA)
Sword of Mana (Nintendo)
Yu Yu Hakusho: Spirit Detective (Atari)

JANUARY

Cartoon Network Block Party (Majesco)
CT Special Forces 2 (Hip)
Mega Man Battle Chip Challenge (Capcom)
Metal Slug Advance (SNK)
River City Ransom (Atari)

FEBRUARY

Pitfall Harry (Activision)
Static Shock (Midway)
MARCH
Ice Nine (BAM!)

James Bond 007: Everything or Nothing (EA)
Mario Golf (Nintendo)
Scooby-Doo 2: Monsters Unleashed (THQ)
Zoids: Legacy (Atari)
POSSIBLE IN 2004
F-Zero: Legend of Falcon (Nintendo)
Kingdom Hearts: Chain of Memories (Square Enix)
Mega Man Battle Network 4 (Capcom)
Metalhead: Zero Mission (Nintendo)
Pokémon: Fire Red (Nintendo)
Pokémon: Leaf Green (Nintendo)

Select Game Previews

GUILTY GEAR X

Unlucky Dizzy & Testament

At the title screen, when the words "Press START" appear, press **Down, Right, Right, Up, START**. You'll hear a special sound effect after entering the code correctly.

HIGH HEAT MAJOR LEAGUE BASEBALL 2004

Secret "Game Edit" Menu
During a game while a player is up to bat, press **START** to pause. When the pause menu appears, press **□ □ □ □, O, L1**. You'll hear the announcers laugh to confirm the code. With this code in place, you can call up a cheat menu by pressing **L1 + R1** at the pause menu. Here you can adjust many of the game's parameters, including the score, the innings and the number of balls, strikes or outs.

HITMAN 2: SILENT ASSASSIN

Game Codes
Enter any of the following codes at any time during gameplay. You'll receive special confirmation after entering a correct code.
Level Skip—**R2, L2, Up, Down, X, L3, O, X, O, X**
Hitman full heal—**R2, L2, Up, Down, X, Up, Down**
Lethal Charge on—**R2, L2, Up, Down, X, R1, R1**
Megaforce—**R2, L2, Up, Down, X, R2, R2**
Gravity off—**R2, L2, Up, Down, X, L2, L2**
Bomb on—**R2, L2, Up, Down, X, Up, L1**
Nailgun on—**R2, L2, Up, Down, X, L1, L1**
Silmo on—**R2, L2, Up, Down, X, Up, L2**

HULK

Cheat Codes
Choose "Options" from the main menu, then select "Code Input" and enter any of the following codes to unlock various features. The effects of the codes must be toggled on after entry by accessing the "Cheats" menu under "Special Features."
G M M S K I N—Unlock "Invulnerability" cheat

F L S H W N D—Unlock "Regenerator" cheat
A N G M N G T—Unlock "Full Range Meter" cheat
G N I A C H T R—Unlock "Unlimited Continues" cheat
H L T H D S E—Unlock "Double Hulk's HP" cheat
H B G I T N—Unlock "Double All Enemies HP" cheat
M M M Y H L P—Unlock "Half All Enemies HP" cheat
F S T O F A R Y—Unlock "Wicked punch" cheat
B R C E S T N—Unlock "Puzzle Solved" cheat
N M B T H I N—Unlock "Reset High Score" cheat
S L A V E R V—Unlock "All levels" cheat
Additional Cheats

The following codes can only be entered at a "Universal Code Input" terminal within the game; the first one is located in the "Infiltration" stage.
J A N I T O R—Unlock "Gray Hulk" cheat
S A N F R A N—Unlock "Hulk Transformed" in Movie Act
T A S T U L U—Unlock "Hulk vs. Hulk Dogs" in Movie Act
F I F T E E N—Unlock "Desert Battle" in Movie Act
N A N O M E D—Unlock "Hulk Movie FX" in Hulk Unleashed

HUNTER THE RECKONING: WAYWARD

Cheat Codes
Enter any of the following codes quickly at any time during gameplay; you'll hear a confirmation noise each time you enter a code correctly. Note that you must enter the "enable cheats" code first before any of the

other codes will work. You can re-enter any code to toggle its effects off. Note that only the "max. Edges" code carries over from one mission to the next; all of the remaining cheats must be re-entered at the start of each new mission.

Enable cheats—**O, □, △, X, L1, L1, Left, Left**
Refrill health meter—**△, O, O, □, L1, L1**
Invincibility—**Right, Right, X, Up, △, Up**
Relic ammunition—**Right, Right, Right, Right, Up, Down, Up, Down**
Unlimited ammo—**△, O, □, △, Up, Down, Up, Down**
Blade weapons do more damage—**Down, Down, R1, R1, Up, X, Up, O**
Max. Edges—**L1, L1, O, O, Down, Down, Up, Up**
No Conviction cap for Edges—**L2, Up, X, Up, □, Down, Down**
Tough monsters (monsters do more damage and are harder to kill)—**□, △, △, L2, L2, Up, Down**
Turn monsters on/off—**□, □, O, △, L1, L1, Down**
Unlock All Weapons
While inside the Hunter Headquarters, enter the "Enable Cheats" code as explained above, then quickly press **△, O, X, Up, Down, Up, Down**. You should hear a confirmation sound. Now check the Mission Board and select your mission. After you select your character and the Weapons Select screen appears, press the **O** button to unlock all of the weapons.

INDYCAR SERIES

Cheat Codes
Select "Player Profile" from the main menu and choose the "Create Player" option. Enter either of the following words as your player's name to activate the corresponding cheat (note the lowercase letters in each name):
P L L A R D S—Unlock all the trading cards.
P O L E—Start in the pole position in the Indy 500

JEREMY MCCRATH SUPERCROSS WORLD

Secret Codes
Enter the following codes at the main menu. After entering each one correctly, you'll see a text message appear briefly at the bottom left corner of the screen.
Low gravity—**R2, L2, □, O, O, O**
Infinite turbo—**Up, Up, Up, R1, □, O**

JONNY MOSELEY MAD TRIX

Unlock All Characters, Costumes, Skis and Courses
At the title screen, hold **L2 + L3 + R1 + Down + □** and press **O**. (L3 is activated by pushing the left analog stick into the controller.) You won't get a special confirmation after entering it, so you'll have to enter the character-select screen in order to verify the results.

JURASSIC PARK: OPERATION GENESIS

Secret Codes
Enter any of the following codes during gameplay while nothing is selected and no menus are open.
Increase park budget by \$250,000—**L1, Right, Right, L1, R1, Down**
All research completed—**Down, Down, Left, Right, L1, Down, Up**
All visitors in your park get 100% satisfaction—**R1, Down, L1, Up, Up, Up**
Increase your park rating to three stars—**L1, R1, Down, Down, L1, Right**
Fast! Market event occurs—**Down, L1, R1, Down**

Unlock all fossil hunt regions—**Left, Down, Right, Up, L1, R1, L1, R1**
Unlock Missions—**R1, Right, Right, Right, Right, R1**
All fences upgraded to high security fences—**L1, Left, Left, R1, Right, Right**
Your park is free from disease—**Up, R1, L1, Up, Up**
No dinosaurs become stressed—**L1, Left, Up, Left, Up, Left, L1**

KELLY SLATER'S PRO SURFER

Cheat Codes
Select "Cheats" option from the Extras menu and enter any of the following codes:
All Boards—(619) 555-4141
All Levels—(328) 555-4499
All Suits—(703) 555-2918
All Surfers—(949) 555-6787
All Tricks—(626) 555-6043
1st Person Mode—(877) 555-3825
High Jump—(212) 555-0017
Max Stars—(212) 555-1776
Perfect Balance—(213) 555-5721
Mega Cheat—(714) 555-8092
Say as Tiki God—(888) 555-4506
Play as Tony Hawk—(323) 555-9387
Play as Travis Pastrana—(800) 555-6292
Play as Frank—(310) 555-6217

LEGENDS OF WRESTLING

Unlock All Wrestlers
At the main menu, press **Up, Up, Down, Down, Left, Right, Left, △, △, □**. A special message will appear after entering the code correctly.

LETHAL SKIES II

Cheat Codes
Enter any of the following codes at the main menu:
Unlock all planes in Campaign mode and 2 Player mode—**L2, L2, Right, R1, R1, Left, Left, R2, R2, R2, START**
Unlock all missions in Campaign mode—**Down, R2, R1, Up, Up, L1, L2, L1, START** (note: this code will not work unless you enter the "Unlock all planes" code first)
Unlock Special missions in Campaign mode—**Left, L2, L2, L1, Up, Up, Down, START** (note: this code will not work unless you enter the "Unlock all planes" code first)
Unlock Trax missions in Campaign mode—**L1, R1, R2, Right, Left, Left, Up, START** (note: this code will not work unless you enter the "Unlock all missions" code first)
Unlock all missions in Dogfight mode—**R1, R1, L2, L2, L2, Up, Right, Right, Left, Up, START**
Unlock Time Trial mission in Training mode—**Right, Right, R1, R1, Up, L1, L1, L1, START**
Unlock Hidden Paint Schemes—**Left, Right, Left, Right, Left, Left, Left, L2, R2, □, □, □, START** (with this code in place, press the **□** button while viewing your plane at the Hangar screen to change its colors)

THE LORD OF THE RINGS: THE TWO TOWERS

Secret Codes
At any time during the game, press the **START** button to pause, then enter any of the following codes. Use the D-pad to enter the directional commands; not the analog stick.
Restore health—Hold **L1 + L2 + R1 + R2** and press **△, Down, X, Up**
Restore missiles—Hold **L1 + L2 + R1 + R2** and press **X, Down, △, Up**
All Level 2 upgrades—Hold **L1 + L2 + R1 + R2** and press **O, Right, Left**
All Level 4 upgrades—Hold **L1 + L2 + R1 + R2** and press **△, Up, Up**
All Level 6 upgrades—Hold **L1 + L2 + R1 + R2** and press **□, Left, Left**
All Level 8 upgrades—Hold **L1 + L2 + R1 + R2** and press **X, Down, Down**

1,000 upgrade points—Hold **L1 + L2 + R1 + R2** and press **X, Down, Down, Down**
The remaining codes can be entered the same way, but they will not work until you have unlocked the "Secret Codes" option, which appears at a gold ring on the right side of the game's map screen. You must first beat the Helm's Deep: Homburg Courtyard stage and reach Level 10 with any character; this will unlock the Secret Mission for that character. After beating the Secret Mission, the Secret Mission: Play as Secret Character option will be unlocked. Once you've beaten the Secret Mission for the Secret Character, the Secret Code option will be unlocked and you'll be able to use the following cheats:
Always devastating—Hold **L1 + L2 + R1 + R2** and press **□, □, O, O**
Small enemies—Hold **L1 + L2 + R1 + R2** and press **△, △, X, X**
Slow motion—Hold **L1 + L2 + R1 + R2** and press **△, △, X, X**
Infinite missiles—Hold **L1 + L2 + R1 + R2** and press **△, △, △, △**
All upgrades—Hold **L1 + L2 + R1 + R2** and press **△, △, △, △**
Incurable—Hold **L1 + L2 + R1 + R2** and press **△, △, △, △**

THE MARK OF KRI

Cheat Codes
Enter any of the following codes at the title screen when the words "PRESS START BUTTON" appear. Once you've activated a cheat, you must visit the Sage and select "Cheats" to turn it on.
Unlock "Arena enemies AI off" cheat—**△, O, O, X, □, □, □, □, □, X**
Unlock "Toaster enemies" cheat—**X, O, □, □, X, □, O, X, O, X, X**
Unlock "Unlimited Arrows" cheat—**X, O, □, □, □, □, □, □, □, □, X**
Unlock "Wimpy Enemies" cheat—**X, O, O, X, X, □, □, □, □, □, X**
Unlock "Full Health Power" cheat—**X, X, X, X, X, □, □, □, □, □, X**
Unlock "Invincible Ruff" cheat—**□, O, X, □, □, □, X, □, X, □, X, □, X**

MAT HOFFMAN'S PRO BMX 2

Cheat Codes
At the "Press Start" screen, quickly enter any of the following codes:
Perfect balance—**Down, Up, Down, Up, O, Down, Up, O**
Adrenaline meter always full—**Down, X, X, X, R1, R1, R1**
All riders have fiery hands and feet—**Down, △, △, X, R1, R1**
Invincible bikes—**Down, Up, Left, Down, Right, Down, Left, Up**
Unlock Day Smith—**△, Up, Down, Up, Down, □**
Unlock Vanessa—**△, Down, Left, Left, Down, □**
Unlock Bigfoot—**Right, Up, Right, Up, Right, Up, Left, Up**
Unlock Mike—**△, Left, Right, Left, Right, Left, Up, Voicano—△, Up, Up, X, Up, Up, X**
Unlock "vegas" rags (rider options)—**O, L1, L1, Up, Up**
Unlock "gear" rags (rider options)—**O, △, Left, Left, Left, O**
Unlock Fix Battle mode—**L1, L1, Down, R1, X, L1**
Unlock All levels in all modes except Road Trip—**□, Right, Right, △, Down, □**
Unlock Chicago in Road Trip mode—**Up, △, Up, △, △**
Unlock Las Vegas in Road Trip mode—**□, R1, Left, L1, Right, □**
Unlock New Orleans in Road Trip mode—**△, Down, Right, Up, Left, □**
Unlock "vegas" in Road Trip mode—**□, Up, Down, Up, Down, □**
Unlock Los Angeles in Road Trip mode—**△, Left, △, Left, □**
Unlock Portland in Road Trip mode—**□, X, X, △, △, △**

GADGETRON VENDOR

Weapon	Planet	Cost	Upgrades to . . .	Weapon Mods/Cost (Platinum Mods/Cost)	Ammo Cost	Max. Ammo	"Mega" Upgrade Cost	Upgrades to . . .
RYNO II	Barlow	1,000,000	—	50	100	—	—	—
Tesla Claw	Barlow	8,000	—	1	300	80,000	—	—
Bomb Bopper	Barlow	1,000	—	5	40	1,000	—	—
Wallower	Barlow	8,000	—	100	20	8,000	—	—
Vesibomb Gun	Barlow	15,000	—	100	20	150,000	—	—
Decoy Bomb	Barlow	5,000	—	100	20	50,000	—	—

Note: If you have an old *Ratchet & Clank* save file on your memory card, when you find the Gadgetron Vendor in Planet Oozla, any weapons that you unlocked in your first game will be free of charge.

After using it and buying a lot of items, you may want to save and then reset the machine to deactivate the code.
MIDAS—Unlocks all skins, item and multiplayer games. After entering the code, start a new "Get a Life" game, then quit to the main menu while in the Dream House.
PARTY MAN—Unlocks "The Motel" multiplayer game.
SIMS—Unlocks the "Play the Sims" mode, which is normally unlocked by playing "Get a Life".

SKY GUNNER

Unlock Processing Options

At the title screen, press **Up**, **Δ**, **Left**, **O**, **Down**, **X**, **Right**. When you press **START**, a special message will appear to confirm the unlocked options.

SLED STORM

Unlock Everything

At the title screen, when the words "Press **START** Button to Continue" are displayed, hold **L1 + R1** and press **O**, **Up**, **O**, **Down**. A message will appear to confirm the code.

SMUGGLER'S RUN 2: HOSTILE TERRITORY

Secret Codes

At any time during gameplay, press **START** to pause, then enter any of the following codes. The effects will take place immediately after entering a correct code.

R1, L1, L2, R1, L1, L2—Invisibility
Left, Up, Right, Down, Up, Left, L2—Stealth mode
L1, R1, R2, R2—Lighter car
R1, R2, R2, Up—Less gravity
R1, L1, L2, Right, Right, Right—Increase timer speed
R2, L1, R1, Left, Left, Left—Decrease timer speed
R2, L1, L2, R2, Left, O—Increase frame rate

SOLDIER OF FORTUNE: GOLD EDITION

God Mode

At any time during gameplay, press **SELECT** to enter the mission objective screen. Next, hold **L2 + L1 + R2 + R1** and press **Left**. You won't get any special confirmation if you press **SELECT** again to return to the game, the words "godmode on" will appear briefly on the screen.

SPIDER-MAN

Secret Codes

From the main menu, select "Specials," then select "Cheats" and enter any of the following codes. You'll hear the Green Goblin laugh each time you enter a correct code.
K.O.A.L.A.—"Combat Controls" enabled
M.I.A.R.M.A.—"Unlock all stages in 'Level Warp'"
H.E.A.D.E.X.P.L.O.D.Y.—"Pinhead Bowling" in Training menu
A.R.A.C.H.N.I.D.—"Unlock all of the above + all 'Gallery' items"
G.I.R.L.N.E.X.T.D.O.O.R.—"Play as Mary Jane"
H.E.R.M.A.N.S.C.H.U.L.T.Z.—"Play as Shocker"
S.E.R.U.M.—"Play as scientist"
K.R.U.C.K.L.E.S.—"Play as Thug 1"
S.T.I.C.K.Y.R.I.C.E.—"Play as Thug 2"
T.H.U.G.S.R.U.S.E.—"Play as Thug 3"
F.R.E.A.K.O.U.T.—"Play as Thug 4"
C.A.P.T.A.I.N.H.E.R.C.Y.—"Play as a helicopter pilot"
R.E.A.L.I.S.T.O.Y.—"Play as a security guard"
O.R.G.A.N.I.C.W.E.E.B.I.N.G.—"Unlimited web fluid"
C.H.I.L.L.O.U.T.—"Glider never overheats" (when playing as Green Goblin)
R.O.M.I.T.A.S.—"Unlock 'Next Level' option at the Paused menu"
D.O.O.G.E.T.H.I.S.—"Matrix" mode
S.P.I.D.E.R.B.Y.T.E.—"Tiny Spider"
G.O.S.T.O.Y.U.R.H.E.A.D.—"Big head + feet"

J.O.E.L.S.P.E.A.N.U.T.S.—Enemies have big heads + feet
U.N.D.E.R.T.H.E.M.A.S.K.—First-person view

SPASHBOOM: RIDES GONE WILD

Cheat Codes

Choose "Options" from the main menu, then enter the following codes at the Options screen:
Unlock all warehouse items—**Up, Down, Up, Down, Left, Right, Left, Right, Left, Right, Up, Right, Down, Left, Up**
Earn 50,000 warehouse points—**Up, Up, Down, Down, Left, Right, Left, Right** (repeat as needed)

SSX

Secret Codes

At the "Select Mode" screen, press **□** to enter the options screen, then enter any of the following codes. You'll hear a special sound effect after entering a correct code. The "Read all hints" code saves all of the applicable hints to appear in succession during the loading screen that appears before you start a race (instead of one random hint being displayed).

Unlock all venues, boards, outfits, characters—**Hold L1 + R1 + L2 + R2** and press **Down**, **Left**, **Up**, **X**, **O**, **Δ**, **□**
Maximum attributes for all characters—**Hold L1 + R1 + L2 + R2** and press **X**, **X**, **X**, **X**, **X**, **X**, **X**
Running Mode—**Hold L1 + R1 + L2 + R2** and press **Δ**, **O**, **X**, **O**, **Δ**, **□**, **X**
Read all hints—**Hold L1 + R1 + L2 + R2** and press **O**, **X**, **O**, **X**, **O**, **X**, **O**, **X**

SSX3

From the main menu, press the **□** button to access the Options menu. Select "Enter Cheats" and enter any of the following consecutive passcodes:
z.e.n.m.a.s.t.e.r—Unlock Brodi
w.o.r.m—Unlock Eddie
b.i.g.b.e.r.t.a.n.k—Unlock all peaks
d.i.s.p.e.r.s.t.a.r—Unlock all songs in playlist
s.h.o.p.p.i.n.g.s.p.r.e—Unlock all Peak 1 gear, items and accessories

SSX TRICKY

Play as Mix Master Mike

At the title screen, hold **L1 + R1** and press **X**, **X**, **Right**, **X**, **X**, **Down**, **X**, **X**, **Left**, **X**, **X**, **Up**. You won't hear or see any special confirmation, but after starting a race with any character, you'll control Mix Master Mike during the race.
Elise's Secret Costume
 At the title screen, hold **L1 + R1** and press **X**, **X**, **Right**, **O**, **O**, **Down**, **Δ**, **Left**, **□**, **Up**. You won't hear or see any special confirmation, but after starting a race with Elise, she'll be wearing a special blue costume during gameplay.

STAR WARS: BOUNTY HUNTER

Secret Codes

Select "Options" from the main menu, then select "Code Setup" and enter any of the following codes. A special message will appear upon entry of a valid code.
MANDALORIANWAY—Unlock all Chapters
J.A.N.G.O.B.R.A.D.E.E.T.—Unlock all Dark Horse Comics, Outtakes, Chapters and Levels
G.O.F.I.S.H.—Unlock all TCG cards
R.A.R.T.I.S.T.S.R.O.C.K.—Unlock all concept art

STAR WARS: JEDI STARRIGHTER

Secret Codes

At the main menu, select "Options," then select "Cheats" and enter any of the following codes:
Q.U.E.N.T.I.N.—Invincible mode

N.O.H.U.D.—Turn off HUD

D.I.R.E.C.T.O.R.—Director mode

J.A.R.I.A.R.—Reverse flying controls

P.N.Y.R.C.A.D.E.—Unlock everything

M.A.G.I.E.—Display secret message

STAR WARS RACER REVENGE

Secret Cheats

First, set any kind of record so that the name entry screen appears after your session is over. It's easiest to just play the Time Trial mode on the first track until you beat a lap time of 00:59.51. At the name entry screen, enter "NO TIME" as your name. After entering it correctly, the words "Cheats enabled" will briefly appear on the screen. Now you can enter any of the following codes at the main menu. A special message and sound effect will confirm each entry.
All tracks unlocked—**Hold L1 + L2 + R1 + R2** and quickly press **Right, Left, Right, Left, O**, **□**
All art galleries unlocked—**Hold L1 + L2 + R1 + R2** and quickly press **Right, Left, O**, **Down**, **X**, **Up**, **Δ**
Hard mode—**Hold L1 + L2 + R1 + R2** and press **Δ**

STAR WARS: STARFIGHTER

Secret Codes

At the main menu, select "Options," then select "Code Setup." Next, enter any of the following codes. Remember, in order to make use of the "Experimental M1" code, you must first enter the "Unlock all regular missions" code.

O.V.E.R.S.E.E.R.—Unlock all regular missions
N.D.R.E.W.—Unlock two-player missions
E.U.L.E.R.S.—Unlock Experimental N-1
M.I.N.I.M.E.—Invincibility
N.O.H.U.D.—Remove HUD during game play
D.I.R.E.C.T.O.R.—Director camera controls
J.A.M.E.Z.—"My day at work" slideshow
W.O.Z.—"Merry Christmas" video
S.I.M.O.N.—View staff image
T.E.A.M.—View more staff images
L.T.D.I.G.—View secret message
H.E.R.O.S.—View artwork slideshow
S.P.I.E.S.—View another art slideshow
P.L.A.Y.E.T.—View yet another art slideshow
C.R.E.D.I.T.S.—View credits

STAR WARS: THE CLONE WARS

Secret Codes

At the main menu, select "Options," then "Bonuses," then "Codes." Enter any of the following codes; a special message will appear upon entering each code correctly.
D.A.R.K.S.I.D.E.—Invincibility
S.U.P.E.R.L.A.S.E.R.—Unlimited ammo
G.I.M.M.E.—Unlock bonus objectives for current mission
D.O.O.R.N.O.T.—Unlock next mission
J.O.R.G.S.A.C.—Unlock all multiplayer maps
T.R.A.D.E.B.U.T.—Unlock Battle Droid in Academy
N.A.T.A.L.I.E.—Unlock Armada in Academy
J.E.D.C.O.U.N.C.I.L.—Unlock team photos in Sketchbook

STARSKY & HUTCH

Unlock Everything

When creating a new profile, enter the name "VANDARDA" on your license plate to unlock all seasons and episodes in Story Mode as well as all Free Room areas, TV Specials and Locker features.

STARSKY'S HUTCH

Secret Codes

Enter the following codes at any time during gameplay to temporarily activate the desired cheat:
Monster truck—**L1, L1, Left, Right, L3, L3, L3**
Low rider—**Up, Down, Down, X, O, Δ, L**

Trike motorbike—**Up, Up, Left, Left, R2, L1, L2**
Funny car—**Up, Down, Δ, Left, O, Right**
Funny camera—**L1, L2, R1, R2, Left, Left, Up**
Big head—**Up, Δ, X, O, O, X, Δ, X, Δ**
Unleash car—**Up, Right, Down, Left, L3, Left, Right, Left**

STATE OF EMERGENCY

Secret Codes

At any time during the game, press **START** to pause, then enter any of the following codes:
Unlock Spanky—**Right, Right, Right, Right, Δ**
Unlock Frenzy—**Right, Right, Right, Right, Δ**
Unlock Bull—**Right, Right, Right, Right, X**
Complete current mission (Revolution mode)—**Left, Left, Left, Left, Δ**
Invisible—**L1, L2, R1, R2, X**
Infinite ammo—**L1, L2, R1, R2, Δ**
Punches decapitate—**L1, L2, R1, R2, Δ**
Big player—**R1, R2, L1, L2, Δ**
Nominal size player—**R2, L1, R2, L2, O**
Little player—**R1, R2, L1, L2, X**
Looting on the rise—**R1, L1, R2, L2, Δ**
Patrol—**Left, Right, Down, L1, Δ**
Pepper Spray—**Left, Right, Down, L1, Δ**
Tazer—**Left, Right, Down, L1, O**
Tear Gas—**Left, Right, Down, L1, X**
Fire Launcher—**Left, Right, Down, L2, Δ**
Minigun—**Left, Right, Down, R1, Δ**
 grenade Launcher—**Left, Right, Down, R1, Δ**
Flamethrower—**Left, Right, Down, R1, O**
AK-47—**Left, Right, Down, R2, Δ**
Grenade—**Left, Right, Down, R2, Δ**
M-16—**Left, Right, Down, R2, X**
Moscow—**Left, Right, Down, R2, X**

STUNTMAN

Secret Codes

From the main menu, select "Stuntman Career," then select "New Game." Next, enter any of the following codes as your name to unlock the corresponding cheat. Remember, at the name entry screen, the flashing letter is not recognized by the game until you "lock it in." Make sure that the last letter in each code is not flashing before you press **X**.
M.E.F.—Unlock all toys
S.P.I.D.E.R.—Unlock all cars
F.E.I.L.—Unlock all stages

SUMMER BEACH VOLLEYBALL

Cheat Codes

Select "Options" from the main menu, then select "Game Settings" and enter the "Cheats" Menu. Enter any of the following codes to activate a specific cheat. To turn off the cheat, simply re-enter the code in the "Cheats" Menu again.
PEEPS—Unlock all characters
B.O.A.Y.—Unlock all locations
MAJOR—Unlock all mini games
MUSAK—Unlock all music videos
GAMON—Unlock all music videos
WERIT—Unlock all accessories
GREED—Unlock all costumes
MYPAD—Unlock all rooms in beach house
GRABM—Unlock all difficulty modes
NAILES—Increased difficulty in Expert mode
WHINE—High player arrows
HOT—Sun ball
GLEEM—Nerd ball
MILKY—Coconut ball
SPACE—Low gravity mode
ZIPPY—High gravity mode
EXOS—Spinning head mode
MOUSE—Squaky mode
HORSE—Deep voice mode
HALEN—High jump
BIRD—1st-person mode
BIRD—Unlock bird's eye camera

ITEMS

Items	Planet	Cost/Condition	Function
Megacorp Helmet	Aranos	—	—
Biker Helmet	Barlow	—	Join the Desert Riders
Glider	Tabora	—	Use Glider pads
Armor Magnetizer	Joba	Trade Captain Quark Collectible	Attract bolts from a bigger distance
Box Breaker	Oozia	Defeat Swamp Monster II	Use overhead strike to break boxes from a distance
Mapper	Damosei	Defeat the mothership	Reveal secret areas on the map in green
Electrolyzer	Maktar Nebula	Win the Battle Arena	Use to fix broken electronics
Infiltrator	Joba	Win the Game Match	Use to make circuit connections
Hydro-Pack	—	—	Press R1 to swim faster with Clank's Hydro-Pack
Levitor	Joba	20,000 bolts	Use Levitor pads

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TIPS & TRICKS



FTAIL—Flames come out of your rear wheel
W2CHKPR—Blurry rainbow-colored
 COOLOUDE—Unlock Clifford Adoptante
 GIMEREGE—Unlock Greg Albertyn
 BLONDIE—Unlock Jessica Patterson
 TOUGHGUY—Unlock Mike Jones

GOZILLA: DESTROY ALL MONSTERS MELEE Cheat Codes

At the main menu, hold L, then B, then R, then release B, release R, then release L. A cheat code prompt will appear where you can enter any of the following codes. You'll hear a special sound effect after entering a correct code.

480148—Unlock all cities
 696924—Unlock all monsters except Orga
 202412—Unlock Orga
 706011—11 Continues in Adventure Mode
 756287—All objects are throwable
 112122—All objects are indestructible
 498277—Health regenerates for Player 1
 649640—Unlimited Rage for Player 1
 122224—Unlimited Rage for Player 2
 548053—Unlimited Rage for Player 3
 451242—Unlimited Rage for Player 4
 677251—Unlimited Energy for Player 1
 435976—Unlimited Energy for Player 2
 603069—Unlimited Energy for Player 3
 291680—Unlimited Energy for Player 4
 843901—Invincibility for Player 1
 706149—Invincibility for Player 2
 188522—Invincibility for Player 3
 286552—Invincibility for Player 4
 50134—Invincibility (all players)
 511012—Stronger attacks for Player 1
 815480—Stronger attacks for Player 2
 212454—Stronger attacks for Player 3
 289552—Stronger attacks for Player 4
 817683—Stronger attacks (all players)
 986875—Smaller monsters for Player 1
 791934—Smaller monsters for Player 2
 93556—Smaller monsters for Player 3
 791934—Smaller monsters for Player 4
 174204—Smaller monsters (all players)
 316022—Invincible monsters
 443253—Hide all in-game interface graphics
 567980—Black and white film mode
 176542—Watch credits

HULK

Cheat Codes
 Choose "Options" from the main menu, then select "Code Input" and enter any of the following codes to unlock various features. The effects of the codes must be toggled on after entering by accessing the "Cheats" menu under "Special features."
 GMMXSKIN—Unlock "Invulnerability" cheat
 FL5HWND—Unlock "Regenerator" cheat
 ANGMNGT—Unlock "Full Rage Meter" cheat
 GRNCHTR—Unlock "Unlimited Continues" cheat
 WLTHDS—Unlock "Double Hulk's HP" cheat
 BRNGITN—Unlock "Double All Enemies HP" cheat
 MMYHLPL—Unlock "Half All Enemies HP" cheat
 FSTOFRY—Unlock "Wicked punch" cheat
 BRCESTN—Unlock "Puzzle Solved" cheat
 NMBTTHH—Unlock "Reset High Score" cheat
 TRULVL—Unlock "All levels" cheat
Additional Cheats
 The following codes can only be entered at a "Universal Code Input" terminal within the game; the first one is located in the "Infiltration" stage.
 JANITR—Unlock "Gray Hulk" cheat

SANFRAN—Unlock "Hulk Transformed" in Movie Act
 PITRBU—Unlock "Hulk vs. Hulk Dogs" in Movie Act
 FITEEN—Unlock "Desert Battle" in Movie Act
 NANOEMD—Unlock "Hulk Movie FM" in Hulk Unleashed

KELLY SLATER'S PRO SURFER

602552018—Mega cheat
 1195554141—All boards
 3285554497—All levels
 9495556799—All surfers
 7145558092—All tricks
 6255557043—All trunks
 1255551666—Max stats
 2135555721—Perfect balance
 2755550218—High jumps
 877553825—Hit person view
 1855551447—Trippy graphics

LEGENDS OF WRESTLING

Unlock All Wrestlers
 At the main menu, press Up, Up, Down, Down, Left, Right, Left, Right, Y, Y, X. A message will appear to confirm the code.

THE LORD OF THE RINGS: THE TWO TOWERS Secret Codes

At any time during the game, press the **START** button to pause, then enter any of the following codes. Use the D-pad to enter the directional commands.
 Restore health—Hold L + B and press Y, Right, X, Right B
 Restore missiles—Hold L + B and press A, Down, Y, Up
 All Level 2 upgrades—Hold L + R and press X, Left, B, Left
 All Level 4 upgrades—Hold L + R and press Y, Up, Y, Up
 All Level 6 upgrades—Hold L + B and press B, Left, B, Left
 All Level 8 upgrades—Hold L + R and press A, Down, Down
 1,000 upgrade points—Hold L + R and press A, Down, Down
 The remaining codes can be entered the same way, but they will not work until you have unlocked the "Secret Codes" option, which appears as a gold ring on the right side of the game's map screen. You must first beat the Helm's Deep: Hornburg Courtyard stage and reach Level 10 with any character; this will unlock the Secret Mission for that character. After beating the Secret Mission, the Secret Mission: Play as Secret Character option will be unlocked. Once you've beaten the Secret Mission while playing as the secret character, the Secret Codes option will be unlocked and you'll be able to use the following cheats:
 Always devastating—Hold L + R and press B, B, X, X
 Small enemies—Hold L + R, press Y, Y, A, A
 Slow motion—Hold L + R and press Y, X, X, A
 Infinite missiles—Hold L + R and press B, X, A, X
 All upgrades—Hold L + R and press Y, Y, X, X
 Invulnerable—Hold L + B and press Y, B, A, X

MARIO GOLF: TOADSTOOL TOUR

Special Controls
 Hold the Z button and press **START** at the title screen. You will see a new option called "SP Contexts" at the main menu. Choose the new option and you'll see that the "Hole-in-One Contest" is already open. Select "Password Tournament" from the SP Contexts menu and enter the following passwords for more contests:

0EKW5G7U—Camp Hyrule Cup
 GGA4A211H—Super Mario Open
 CEFUPXJ1—Target Bullytree Tour
 BJG0BUL2—Hollywood Video Tour
 ELBUT3PX—Peach's Invitational

MAT HOFFMAN'S PRO BMX2

Cheat Codes
 At the "Press Start" screen, quickly enter any of the following codes:
 Perfect balance—Down, Up, X, Down, Up, X
 Down, Up, X
 Adrenaline meter always full—Down, A, A, A, R, R, R
 All riders have fiery hands and feet—Down, B, B, A, A, R
 Inevitable bikes—Down, Up, Left, Down, Right, Down, Left, Up
 Unlock Day Smith—B, Up, Down, Down, Y
 Unlock Vanessa—B, Down, Left, Left, Down, Y
 Unlock Bigfoot—B, Right, Up, Right, Up, Y
 Unlock Mime—B, Left, Right, Left, Right
 Unlock Volcano—B, Up, Up, A, Up, A
 Unlock "Wreck" rage (rider option)—X, L, L, Up, Up
 Unlock "gear" rage (rider option)—X, B, Left, Right, Left, X
 Unlock "Tall Battle mode"—L, Down, R, A, L
 Unlock all levels in all modes except Road Trip—Y, Right, Right, B, Down, Y
 Unlock Chicago in Road Trip mode—Y, Up, B, Up, B, Y
 Unlock Las Vegas in Road Trip mode—Y, R, Left, L, Right, Y
 Unlock New Orleans in Road Trip mode—Y, Down, Right, Up, Y
 Unlock Boston in Road Trip mode—Y, Up, Down, Down, Y
 Unlock Los Angeles in Road Trip mode—Y, Left, B, Left, Y
 Unlock Portland in Road Trip mode—Y, A, A, B, B, Y
 Unlock all music tracks—L, Left, Left, Right, Right, A, X

MEDAL OF HONOR: FRONTLINE

Passwords
 Enter any of the following codes at the Password screen within the Options menu. The codes marked with an asterisk (*) activate cheats which must then be turned on at the Bonus menu.
 HEADS UP—Achilles Head*
 REFLECTOR—Bullet Shield*
 HIDE N SEEK—Invisible Enemy*
 BIG BOMBER—Mothon Torpedo*
 MAD HATTER—Man With Hats*
 FAWLESS—Perfectionist*
 BOMBER—Rubber Grenades*
 SUPER SHOT—Snipe-a-Rama (all weapons have sniper rifle zoom ability)*
 SILVER SHOT—Silver Bullet (one-hit enemy kill)*
 BALLOWAX—Unlock all "Bonus" items
 SEAGULL—Earn a gold star for the current level (Note: This code allows you to skip to the next level, but you will start with no ammo)
 EAGLE—Unlock Mission 2: A Storm in the Port
 HAWK—Unlock Mission 3: Needle in the Haystack
 PARADOT—Unlock Mission 4: Several Bridges Too Far
 DOVE—Unlock Mission 5: Rolling Thunder
 TOUCAN—Unlock Mission 6: The Horton's Nest

MINORITY REPORT

Secret Codes
 Choose "Special" from the main menu, then select "Cheats" and enter any of the following codes. A special message will appear upon entering a correct code.

BUTTERFLY—Restore player's health
 STAPPED—All weapons
 MRJUAREZ—Infinite ammo
 LRQARM53—Invincibility
 QUITR—Level skip
 PASSKEY—Level warp all
 DOOTSLE—Do not select
 SLIZOMIZO—Cheat button
 BOUNZEM—Bouncy men
 SPINACH—Super damage
 STURIN—Do not select
 CLUTZ—Wreck the joint
 STEELUP—Armor
 CLUMSY—Rag doll
 STUNGL—Baseball bat
 FPSSTYLE—Free aim
 WIMP—Ending scene
 DIRECTOR—Unlock all movies
 STURIN—Do not select
 SKETCHPAD—Unlock concept art
 MAXIMUMHURT—Unlock Pain Areas
 WEIGHTGAIN—Nasty hero
 HAIRLESSA—Mara hero
 BIGLIPS—Nikki hero
 SCARYCLOWN—Down hero
 SUPERJOHN—Superhorn hero
 GNRINFANTH—G John hero
 HAIRLESSA—Mara hero
 MROBOTO—Robot hero
 IAMSODEAD—Zombie hero
 HISS55—Lizard hero

MUD SLUGFEST 2004

Secret Codes
 Enter any of the following codes at the "versus" screen, before the game starts. The numbers represent the number of times you must press the B, Y and X buttons following by a direction on the D-pad. For example, to enter "3-2-1-Up, press B three times, Y two times and X once, then press Up on the D-pad. A message will appear to confirm each code.
 3-0-0-Left—Max, Batting
 0-3-0-Left—Max, Power
 0-0-3-Left—Max, Speed
 2-4-2-Down—16" Softball
 2-4-2-Up—Rubber Ball
 0-4-0-Right—Whiffle Bat
 0-4-0-Up—Log Bat
 0-0-3-Up—Ice Bat
 0-0-2-Up—Blade Bat
 0-0-4-Left—Mace Bat
 0-0-5-Up—Baseball Bat
 0-0-1-Up—Bone Bat
 0-0-0-Right—Big Head
 2-0-0-Left—Tiny Head
 3-3-3-Down—Coliseum Stadium
 3-2-1-Down—Rocket Park Stadium
 3-3-3-Down—Monument Stadium
 3-2-1-Down—Midway Park Stadium
 3-3-3-Right—Empire Park Stadium
 3-3-3-Left—Forbidden City Stadium
 2-1-0-Left—Atlantis Stadium
 2-1-0-Left—Pinto Team
 2-1-0-Right—Horse Team
 2-1-0-Right—Eagle Team
 2-2-0-Right—Lion Team
 1-0-3-Down—Dwarf Team
 3-3-3-Down—Coliseum Stadium
 1-3-3-Down—Bibbible Head Team
 1-0-2-Down—Dolphin Team
 1-1-2-Down—Scorpion Team
 2-2-2-Down—SubZero Team
 1-3-3-Down—Rabbit Team
 1-1-0-Down—Minutaur Team
 2-2-2-Down—Ochilam Team
 2-2-2-Down—Rivera Team
 2-1-0-Down—Napoleon Team
 2-1-1-Down—Evil Clown Team
 2-3-1-Down—Alien Team
 2-3-3-Down—Cassy Team

RBE (Slipstream)

Tight Rope Artist—Session Point 2
 2 and watch the right side of the course. The challenge is on a small hill about halfway between Session Points 2 and 3. You'll have to perform (and land) a series of rail tricks to complete it.

Play Safe (three versions)—Session Point 2
 and head for the first double rail near the center of the screen. Get on the rail and ride it until it ends, then hop off toward the right to locate the challenge.

Seek and Slide (three versions)—Stay on the lower path past the Tight Rope Artist challenge and look near the right side of the course just before Session Point 3.

Time Challenge 1—Session The Bottom of the Run and look near the right side of the course just before the finish line to locate this challenge.

Speed Demon—Trek down the "Freddie" portion of Snow Jam and look near the left side of the course to locate the starting point.



Shawn Jam [Haze]



TIPS & TRICKS

from Star Wars: Return of the Jedi will begin playing immediately.

STREET HOOPS

Cheat Codes
From the main menu, select "Game Settings," then select "Cheats" and enter any of the following codes. A confirmation message will appear each time you enter a code correctly.
Unlock all players—Y, Y, R, L, Y, X, Y, X
Mad Look—Y, Y, R, L, X, Y, X
Always on fire—R, R, X, X, R, L, Y, X
Red, white and blue ball—Y, Y, R, X
Glaze ball—R, Y, R, L, X, Y, X
And I ball—X, X, L, X, Y, R, L
Clowns enabled—R, Y, R, R
Cowboys enabled—Y, Y, X, Y
Zits enabled—Y, Y, R, L, Y, X, Y, X
Kung Fu enabled—R, R, L, Y
Unlock Dennis Rodman—Y, R, L, X, Y, X
Tommy Tallarico tribute enabled—L, L, R, Y, R, X, Y, X

SUPER SMASH BROS. MELEE

Secret Characters
Jigglypuff—Finish Classic mode or Adventure mode with any character and defeat Jigglypuff to unlock him.
Dr. Mario—Finish Classic or Adventure mode as Mario without continuing, then defeat Dr. Mario to unlock him.
Luigi—Play in Adventure mode as any character and finish the Stage 1 with a number 2 in the "seconds" digit of the stage timer (third from the right). Defeat Luigi in less than 1:00:00. Complete the remaining stages in Adventure mode, then defeat Luigi again to unlock him.

Young Link—Finish Classic mode with at least 10 characters, then finish Classic mode with Link and defeat Young Link to unlock him.
Falco—Finish the 100-Man Melee and defeat Falco to unlock him.
Pichu—Finish Stage 37 of Event mode and defeat Pichu to unlock him. Alternatively, play Versus mode 201 times, then defeat Pichu to unlock him.
Ganondorf—Finish Stage 29 of Event mode and defeat Ganondorf to unlock him.

Marth—Use all 14 original (not secret) characters at least once in Classic or Adventure mode, then finish the game with one of them and defeat Marth to unlock him. Alternatively, play in Versus mode 401 times, then defeat Marth to unlock him.

Roy—Finish the game in Classic mode as Marth and defeat Roy to unlock him.
Mr. Game & Watch—Finish the game with 24 characters in Classic mode, then defeat Mr. Game & Watch to unlock him.

Mewtwo—Play in Versus mode 701 times and defeat Mewtwo to unlock him. Alternatively, play in Versus mode for a combined total of 20 hours of play by non-computer participants (i.e., if four players participate, Mewtwo will appear after only five hours of play).

Secret Stages
Brinstar Depths—Play 50 matches in Versus mode.

FourSide City—Play 100 matches in Versus mode.

Big Blue—Play 150 matches in Versus mode.

Pokemon Floats—Play 200 matches in Versus mode. This also enables a Random Select option in Versus mode.

Mushroom Kingdom—Find the Birdo or Pidgit trophy in One-Player mode.

Flat Zone—Finish Classic mode as Mr. Game & Watch.

Battlefield—Defeat All-Star mode with any character.

Final Destination—Clear all 51 Stages in Event mode.

Dreamland—Complete Target Test with all 25 characters.

Yoshi's Island—Hit the sandbag over 1,323 feet in the Home-Run Contest.
Kongo Jungle—Finish the 15-Minute Melee with any character.

Sound Test—Unlock Jigglypuff, Luigi, Dr. Mario, Falco and Young Link and clear 27 out of 30 stages in Event mode to unlock Event mode stages 31-39. To unlock stages 40-50, unlock all of the hidden characters. To unlock Stage 51 in Event mode, complete stages 1-50. Clear Stage 51 to unlock the Sound Test.

All-Star Mode
Finish the game in Classic mode with all 25 characters to unlock All-Star mode.

Special Hidden Trophies
Fighting Fire Frames—Finish the 15 Minute Melee with any character.

Male Wierframe—Finish the 100-Man Melee in 240 seconds or less and defeat Falco.

Proximity Mine—Complete Stage 3 of Event mode.

Goomba—Finish Stage 14 in Event mode.

Samus Starship—Successfully escape from Brinstar in Adventure mode before the timer expires.

Kirby Hat 5—Finish Stage 37 in Event mode.

Bunny Hood—Accumulate a total of 126 hits in Training mode "MAX Combo" for all characters.

Captain Olimar—Play Super Smash Bros. Melee with a Pikmin save file on your memory card.

Battlefield—Finish All-Star mode once with any character.

Celebi—Locate Celebi's Pokéball in One-Player Adventure or Classic mode.

Crazy Hand—Complete Adventure mode at the Hard or Very Hard difficulty setting without continuing.

Coins—Play 101 times in Coin Battle mode (set battles to "coins" at the Options menu).

Dikman—Score points in every Special Bonus category.

Entei—Complete Stage 26 in Event mode.

Donkey Kong Jr.—Complete the game with all 25 characters in Classic mode (any difficulty).

Female Vice Guard—Defeat 101 enemies in the Endless Melee.

Final Destination—Finish Stage 51 in Event mode.

Food—Play 1,000 matches in Melee mode.

Game & Watch—Complete Stage 45 of Event mode.

Land Master Tank—Score a combined total of 1,001 Coins.

Lon Lon Milk—Clear the Target Tests in 1,500 seconds or less.

Mad Rider—Clear Classic mode in 300 seconds or less.

Majora's Mask—Complete Stage 47 in Event mode.

Master Hand—Clear Classic mode at Hard or Very Hard difficulty without continuing.

Maximum Tomato—Play 10 matches in Melee mode.

Metal Box—Perform 11 Combos in Training mode.

Mew—Clear All-Star mode at the Hard or Very Hard difficulty setting.

Murty City—Walk a total distance of 3,300 feet in the main "The Paved" menu.

Paper Mario—Hit the sandbag 1,485 feet or more in the Home-Run Contest.

F-zero Racers—Collect the red "Smash" trophies for all characters (earned by finishing Adventure mode).

Mewtwo—Collect the blue "Smash" trophies for all characters (earned by finishing All-Star mode).

Warrior—Clear All-Star mode in 300 seconds or less.

Woffen—Clear Adventure mode in 1,100 seconds or less.

Tonk Nook—Collect 1,001 coins.

Sandbag—Hit the sandbag 990 feet or more in the Home-Run Contest.

Target—Clear the Target Test with every character.

Sheriff—Clear the Target Test in 750 seconds or less.

UFO—Play 100 multiplayer matches with two or more players.

Falcon Flyer—Play 150 Multiplayer matches with two or more players.

Sudowoodo—Play 200 Multiplayer matches with two or more players.

Unown—Get a combined total of 16,503 feet or more in the Home-Run Contest using any character.

Mr. Resetti—Defeat six foes in Cruel Melee mode.

Maiden—Unlock the Sound Test.

Heart Container—Play 100 matches in Melee mode.

TAK AND THE POWER OF JUJU

Cheat Codes
At any time during gameplay, pause the game and enter any of the following codes:

Gain All Juju Powers—Up, Right, Left, Down, Y, X, B, Down

Max. Nubis Plants—Y, X, Left, Up, Right, Down, Down

Max. Moonstones—Y, X, B, X, X, Left, Right, Max. Yorbies—Up, Y, Left, B, Right, X, Down, Up

Max. Feathers—B, Y, X, B, Y, X, B, Y

Unlock Extra Bonus Features—Left, Right, B, X, X, Left, Right

TIGER WOODS PGA TOUR 2003

Cheat Codes
Enter the Options menu, select Cheat Codes and enter either of the following codes:

You will hear Tiger say, "Oh Yeah!" each time you enter a code correctly.

1 A C O U S E S—All courses unlocked

A L L T W O—All golfers unlocked

TIGER WOODS PGA TOUR 2004

Unlock Everything
Enter the Options menu and select "Password." Enter "THEKITCHENSINK" to unlock all golfers and courses.

TONY HAWK'S PRO SKATER 3

Cheat Codes
Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes:

F R E A K S H O—Unlock all hidden characters

M A R K E D C A R D S—Enable "Cheats" option at the "Paused" menu

M A X M E O U T—Give the currently selected skater enough star points to max out all statistical categories

P O P C O R N—Unlock all movies

TONY HAWK'S PRO SKATER 4

Cheat Codes
Select "Cheat Codes" from the Options menu and enter any of the following codes. Once activated, the cheats can be toggled on or off by selecting "Cheats" from the Options screen

g o l d e n—Always special note: the second character is the number zero)

b e l i e g e r—Perfect Rail

z w h e e l—Perfect Manual

g r a v i t y—Moon Gravity

m a r s e n—Matrix Mode

(o) o—Unlock Dais

W a t c h—Me, Xplode—Unlock everything

TURBO: EVOLUTION

Secret Codes
At the main menu, select "Cheats," then select "Enter Cheat" and enter any of the following codes:

To access the level select after you have unlocked it, you must load a previously-saved game from the main menu.

S E L I O U T—Unlock level select

E M E R G E N C Y—Unlock invincibility

S L E E P—Unlock invisibility

T E X A S—Unlock all weapons

M A D M A N—Unlock unlimited ammo

H I D—Unlock big heads

F M F—Unlock all cheats

Z O O—Play Zoo mode

H U N T E R—Trigger game demo

THE TASMANIAN TIGER

Secret Codes
At any time during gameplay, enter any of the following codes. You'll hear a special jukebox sound effect after entering a correct code.

All items are marked with vertical lines: L, R, L, R, Y, X, B, X, Z, Z

Obtain Kaboamarang, Doomarang, Megarang, Zoomarang, Infarang, Multarang and Chronorang—L, R, L, Y, Y, Y, B, Y, B

Obtain Frostrang, Flamorang, Zapporang and Aqarang—L, R, L, Y, B, Y, B, Y, B

WAVE RACE: BLUE STORM

Secret Passwords
Choose "Options" from the main menu, then hold Z + X and press START at the Options menu. A new "Password" option will appear.

At the next screen, enter any of the following passwords:

D L P H M O D—Ride a dolphin, Free Room

H I P P O P T—Play Dolphin Park, Stunt Mode Normal

W C X S W P S—Play Southern Island, Stunt Mode Expert

H I P P O P T—Play La Razza Canal, Time Attack Hard

J T B 2 W M H F—Play Lost Temple Lagoon, Time Attack Normal

L P H I P P O P T—Play Lost Temple Lagoon, Time Attack Hard

A J X Y B P S—Play Expert Championship without having to unlock it

WRECKLESS: THE YAKUZA MISSIONS

Unlock All Missions & Cheats
At the Scenario Select screen, select "Cheats." Then, move the cursor to highlight the "Unlimited time" cheat, then hold down L + R + Right and press Z. After entering the code correctly, all missions and cheats will be immediately unlocked.

WWWE: CRUSH HOUR

Secret Character
Press X, Y, X at any menu screen to unlock Kevin Nash, a playable character.

X-MEN: NEXT DIMENSION

Secret Codes
At the main menu, quickly enter any of the following codes. A special message will appear after entering a correct code.

Unlock everything—Up, Up, Down, Down, Left, Right, Left, Right, A, B, START, START

All characters start with nearly zero health—Up, Up, Down, Down, X, Y, X, Y

Computer opponents just stand there—Up, Up, Down, Down, A, A, B, B, X, X, Y, Y

Unlimited Supering—Up, Up, Down, Down, A, X, X, X

CHET WOLVERINE'S REVENGE

Cheat Codes
Enter the following codes at the main menu:

Unlock all costumes—X, X, B, Y, Y, L, L, B

Unlock all Cerebro Files and All Movies—X, B, Y, Y, Y, R, B, Z

Unlock Level Select and All Challenges—B, X, B, X, X, L, R, Z

Invulnerability (must be toggled on or off at the pause menu)—B, X, B, Y, B, X, L, R, Z



Flip Flop Run—Session the Bottom of the Run and look by the left side of the road to locate this challenge.

Brash Head (three versions)—Head down the "Freelide" portion of The Junction trail and look just to the left of the contest starting point.

Gate Masters (three locations)—Session Point 2 and look near the left side of the trail just after the starting point.

Point Challenge—Look for this challenge on the right side of the trail opposite the Gate Masters challenge.

Cherry Pick—Session Point 1 and stay on the lower course through the canyon. Just before the end of the trail on the side of the course, you'll see the challenge in the canyon ahead. Smash through the "Out of Bounds" sign leading to the higher part of the course and collect the V-shaped icons.

Xbox tips

007: NIGHTFIRE

Secret Passwords
Choose "Codenames" from the main menu, then choose your custom profile and enter any of the following codes at the "Secret Unlocks" menu. Be sure to choose the "Save Codename" option from the Codename "Edit" menu after entering any of these codes; if you don't, the code's effects will be lost and you'll have to enter it again.
PASSPORT—Unlock all missions
PARTY—Unlock all characters in Multiplayer mode
GAMEROOM—Unlock all scenarios in Multiplayer mode
BOOM—Unlock "Explosive Scenery" environment in Multiplayer mode scenario options
Q LAB—Unlock all gadget and weapon upgrades

4X4 EVOLUTION 2

Secret Code
Enter the following code at the "Press Start" screen. You'll hear a special sound effect after entering it correctly.
Extra Money—Y, X, White, Y, X, White, X, Y, White, X, Y

AGGRESSIVE INLINE

Secret Cheats
At the main menu, select "Options," then select "Cheats" and enter any of the following codes. You'll be automatically returned to the Options menu after entering a code correctly.
↑ ↓ ↑ ↓ ← → ← → B A B A—Unlock all levels
↓ ↑ ↓ ↑ ← → ← →—Unlock all characters
← → ← → ↓ ↑ ↓ ↑—Juice regeneration
← → ← → ↓ ↑ ↓ ↑—Super spins
↑ ↓ ↑ ↓ ← → ← → A B A B—Low gravity wall rides
SKELETON—Obtain all keys
JUSTIN BAILEY—Perfect grind
JUSTIN BAILEY—Perfect handplants
JUSTIN BAILEY—Perfect manuals

ALIENS VERSUS PREDATOR: EXTINCTION

Secret Cheat Menu
At any time during gameplay, pause the game and press Left Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Left Trigger, Right Trigger. You'll hear a special sound if you have entered the code correctly. Select "Options," then select "Cheats" to activate invincibility, Level Select and more.

ALTER ECHO

Cheat Codes
At any time during gameplay, press Up, Down, Down, Left, Right, Left, Right on the D-pad. Your life bar will disappear from the top of the screen; now you can enter the following cheats:
Health recharge—Hold BACK button, press Right
Time Dilation Energy recharge—Hold BACK, Press Up
Toggle on-screen displays—Hold BACK, Press Y

AMPED

Secret Codes
From the main menu, select "Options," then select "Cheats" and enter any of the following codes:
R I D E A V E N—Unlock Raven
C H I L I N G S T E E Z Y—Unlock Steezy
G I M M E G I M M E—Unlock all courses
S T I C K I T—Easier to land from a jump
J U S T F I T—Faster speed
B U Z Z A W—Run through trees
M E G A L E G—Jump higher
W H I R L Y G I G—Faster spins
M E G A Q U A D—Bounce continuously

ATV: QUAD POWER RACING 2

Secret Cheats
At the "Saved Profiles" screen which appears immediately after the title screen, select any empty profile. Next, select any rider and then enter any of the following codes at the "Name Your Rider" screen that follows. A special message will appear upon correct entry of each code.
B U B B A—Unlock all riders
R O A D K I L L—Unlock all tracks
G E N E R A L—Unlock all vehicles
D O U B L E B A R R E L—Unlock all challenges
R E D R O O S T E R—Unlock all championships
G I N H A M—Max stats
F I D D L E R S E L B D W—Max, skill level

AZURIC: RISE OF PERATHIA

Invincibility
At any time during gameplay, quickly press X, Black, White, Right Trigger + Left Trigger, then press in the Right Thumbstick + Left Thumbstick simultaneously.
Refill Health + Power
At any time during gameplay, quickly enter the following code: Hold Left, rotate the Right Thumbstick counter-clockwise from Right Up to Left, then press A, X.
BALDUR'S GATE: DARK ALLIANCE
Secret Cheat Menu
At any time during gameplay, hold Left Trigger + Right Trigger + Y, A + Right on the left analog stick, then press START. Note that Left Trigger must be depressed all the way, however Right Trigger must be partially depressed, halfway or less. If you enter the code correctly, a different pause menu will appear with several cheat options.

BATMAN: VENGEANCE

Unlimited Batwings
At the main menu, press Left Trigger, Right Trigger, Left Trigger, Right Trigger, X, X, Y, Y. During gameplay, the number 99 will appear next to the Batwing and Electric Batwing icons at your equipment menu.

BATTLE ENGINE AQUILA

Cheat Codes
At the main menu, press "New Game," then enter any of the following codes at the "Choose Game Name" screen:
I B V A I—Unlock all levels
S E K A Z—Unlock "God Mode" menu (choose "Options" from the Paused menu to find it)
1 0 5 7 7 0 7 Z—Unlock all 230 Goodies

BIG MUTHA TRUCKERS

Unlock Everything
Select "Options" from the main menu, then select "Cheats" and enter these codes:
V A R L E Y—Unlocks Evil Truck
C H E A T I N G M U T H A T R U C K E R—Unlocks all remaining Cheats

BLADE II

Main Menu Codes
Enter any of these codes at the main menu:
Unlock missions—Hold Left Trigger and press Down, Up, Left, Left, B, Right, Down, X
Unlock weapons—Hold Left Trigger and press X, B, Down, Left, B, Y
Unlock "Daywalker" difficulty—Hold Left Trigger and press Left, B, Up, Down, X, B, A
In-Game Codes
Enter any time during gameplay, press START to pause, then enter any of the following codes:
Infinite health—Hold Left Trigger and press Y, X, Y, X, Y, B, Y
Infinite ammo—Hold Left Trigger and press Left, Down, Left, Right, Up, Right, Up
Infinite ammo—Hold Left Trigger and press Left, B, Right, X, Y, Up, Down, A

BLOOD WAKE

Secret Codes
Enter the following codes at the title screen:
Invincibility—Left Thumbstick, Right Thumbstick, Down, Left, Down, Left, B, Y, START
Infinite ammo—Black, White, Left Trigger, Right Trigger, Right Thumbstick, Right Thumbstick, Y, START
Infinite Turbo—Up, Up, Down, Down, Left, Right, Left, Right, B, A, START
Unlock all boats in Battle Mode—Up, Down, Left, Left, Boat, B, X, X, Right Thumbstick, START
Unlock all arenas in Battle Mode—X, Y, Up, Right, Left, Down, Up, Down, Left Trigger, Left Trigger, START
Unlock all arenas in Battle Mode—Y, A, X, B, Left Thumbstick, Right Thumbstick, Black, White, Right Trigger, Right Trigger, START

BMX XXX

Cheat Codes
At the main menu, select "Acclaim Extras," then select "Cheats." Enter any of these codes at the screen that follows:
XXX RATED CHEAT—Unlock all levels and Amish Boy
CHAMPAGNE RIDE—Unlock all movies
65 SWEET RIDES—Unlock all bikes
3RD XCG—Night vision mode
FLUFFYBUNNY—Happy bunny mode
GHOSSTCONTROL—Guided ghosthides
HEAVYPETTING—Super chair mode
MAKSMANGY—Green skin
PARABOLIC—Visible gaps

BRUCE LEE: QUEST OF THE DRAGON

Cheat Codes
Enter any of the following codes at any time during gameplay:
Invincibility—A, B, X, Right Trigger, Black, Right Trigger, Right Trigger, Right Trigger, Nine lives—White, Right Thumbstick, Left Thumbstick, Black, Left Trigger, Right Trigger, Left Thumbstick

999 coins—X, B, Black, Black, A, Right Thumbstick, Left Thumbstick
999 tokens—Y, B, A, X, Left Trigger, Right Thumbstick
Bruck Challenges
At the title screen, when the words "Press Start" appear, press Y, X, Y, X, Y, Left Thumbstick, Right Thumbstick. The "Bruck Challenges" option will be unlocked at the main menu.

BUFFY THE VAMPIRE SLAYER

Cheat Codes
Choose "Extras" from the main menu and enter any of the following codes at the Extras menu:
Infinite slayer power—Y, Y, Y, Black, Black, Black, Y, White, Black, Black, White, Y
No damage from enemies' punches or kicks—Y, White, Black, Black, White, Y, Black, Black, Y, Y, Y
Unlock "Arena Mode" stages 1-4—Y, Y, White, Black, Black, Y, Y, Y, Y, White, Black, Play as dark slayer in Arena Mode—Black, White, Y, Y, Black, Black, White, Black, Black, White, Black, Black, White, Black, Black, White, White

CHASE: HOLLYWOOD STUNT DRIVER

Unlock All Scenes
First, start a new game. At the name entry screen, enter "ACTION STAR" as your name. You'll gain access to all scenes in the game.

DEAD TO RIGHTS

Unlock All Chapters
At the main menu, press Up, Down, Up, Down, Left, Right, Y, X, X. You'll hear a special sound effect after entering it correctly. Next, select "Chapters" from the main menu to start from any chapter in the game.

DEATHROW

Secret Codes
At the main menu, select "Options," then move the cursor to Player 4's name. Change it to any of the following names to obtain the corresponding effects:
MOREROOM—Unlock all arenas
ALL 150—Unlock all players and teams
NO FEAR—Unlock "Difficulty Extreme" extra
CONFUSED—Unlock "Multi Disc" extra

DR. MUTO

Secret Cheats
At the main menu, select "Options," then select "Cheats" and enter any of the following codes:
C H E A T E R B O Y—Never take damage
T I N K E R T O Y—Unlock every gadget
E U E K A—Unlock every morph
L O G G L O G G—Secret morph
B E A M M E P—Go anywhere
B U Z Z O F F—Unlock Ending 2

DRAGON'S LAIR 3D

Secret Rewards Menu
At the main menu, hold the Right Trigger and press Left Thumbstick, Right Thumbstick, Left Thumbstick, Right Thumbstick, White, Black, White, Black. Next, move the cursor to "Start Game" and press A. If you entered the code



Launch Time (Big Air)
Over the Top—Session Point 2 and look near the right side of the course to locate this challenge.



Big Trucks Warm-up/Bigs Trucks Qualifier/Bigs Trucks Final
Session Point 1—Look near the left side of the course opposite the Over the Top challenge.



Schizophrenia (Super Pipe)
The Hoopsta (three versions)—Session Point 2 and head straight from the starting point to locate this challenge.



Ruthless (Freeride)
Yard Sale—Session The Top of the Run and go straight down the mountain, look for a large rock to split the path left and right; the challenge is in the center of the rock. Follow the main path straight, then right, to locate the three pieces of skier's equipment.

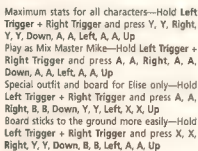


Shoot the Hoops/Seek and Slide/Stay Grounded 2—Session Point 5
and head for the tree branch on the right; jump onto the upper ledge to find the tree branch to find the challenge. (Seek and Slide) Time on the same log ever so times to add to your meter!



67





At the main menu, select "Extras," then select "Cheats" and enter any of the following codes. You'll hear a special sound effect upon entering a correct code.

- B I S C U I T—Infinite ammunition
- B U B B L E—Infinite health
- F U D G E—Start with lightsaber
- P E E P S—Unlock all multiplayer characters
- C H E R R Y—Unlock all levels up to Yavin Temple
- F L I C K Y—Unlock all Movie Viewer items

Unlock All Missions
At the title screen, select "New Game" and enter your name as "GREYTERAT." You'll begin playing at the bonus Battle Royale mission. To access any other mission in the game, press **START** to pause, then press **X** to go to the Select Mission screen.

Cheat Codes
Select "Code" from the Options menu and enter any of the following codes:
A R T O O—Invincible mode
L O N G O—Unlock all story missions and bonus features
D A R O N—Director mode

Secret Codes
Enter any of the following codes at the "Code Setup" screen from within the Options menu. A special message will appear after entering a correct code.

DIRECTOR—Director mode
HEROES—View heroes gallery
PLANETS—View planets gallery
SHIPS—View ships gallery
SIMON—View secret image
JARJAR—Jar Jar mode
EUROPA—Unlock everything
NOHUD—No on-screen interface elements during gameplay

Cheat Codes
Select "Bonuses" from the Options menu, then select "Codes" and enter any of the following cheats:

- NOHONOR—Unlimited ammo
- LETDANCE—All multiplayer maps
- ALLITTLEL P—Three bonus objectives
- IGIVEUP—All bonus menu items
- YOUTPOPCORN—All cutscenes
- YOURMASTERS—Team photos

Cheat Code
When creating a new profile, enter the name "VADKRAM" on your license plate to unlock all seasons and episodes in Story Mode as well as all Free Roam areas, TV Specials and Locker features.

Cheat Codes
Enter any of the following codes at any time during the game:

Unlock Spanky—Right, Right, Right, Right, Y
Unlock Freak—Right, Right, Right, Right, B
Unlock Bull—Right, Right, Right, Right, A
Invulnerable—White, Left Trigger, Black,
Right Trigger, A
Infinite time—White, Left Trigger, Black,
Right Trigger, B
Infinite ammo—White, Left Trigger, Black,
Right Trigger, Y
Punches decapitate—White, Left Trigger,
Black, Right Trigger, X

Unlock Free Mission Mode
Note: This code requires the player to set the Tuner Dial on the *Steel Battalion* controller to specific positions. Unfortunately, the settings on the Tuner Dial are not labeled. For the purposes of explaining the code, we will refer to the individual hash marks around the Tuner Dial as numbers from 0 through 12, starting from the extreme left position. In other words, ■ is straight left, 4 is straight up, 8 is straight right and 12 is straight down.

Following missions, one at a time, and pause for a second or two at each number position: 1, 9, 7, 9, 0, 9, 0, 6. In other words, set the Tuner Dial in the 1 position, wait a moment, turn the dial clockwise for eight "clicks" to the 9 position, wait a moment, turn the dial counter-clockwise for two "clicks" to the 7 position, etc. When you've entered the code correctly, you'll hear a sound effect to confirm. Now you can select "Free Mission" mode from the main menu, which allows you to play any mission at any difficulty setting with all of the VTs unlocked.

At any time during the game, press **START** to pause and enter any of the following codes quickly, if you're fast enough, you'll hear the sound of an explosion to confirm each code:

- Unlock all levels and bonus items in Single Mission mode—**Right Trigger, Black, Y, Black, Left Trigger, White**
- Unlimited health—**Black, White, Left Trigger, X, Left Trigger, White**
- X-Ray graphics—**Left Trigger, Left Trigger, Right Trigger, Left Trigger, Y, X, White, Black, Right Trigger**
- Freeze all movement—**Right Trigger, Left Trigger, Black, White, Left Trigger, Y, Black, Right Trigger, White**

Level Select
Enter ILAMAUDITE!! at the name entry screen; you'll begin with all levels unlocked.

Unlock Almost Everything
Start a game in career mode, then press **START** to pause. At the "Paused" menu, hold **Left Trigger** and press **START**, **A**, **White Up**, **Right**, **Down**, **A**, **Y**, **B**, **A**, **B**, **Y**. The screen will shake to confirm the code. This code unlocks all cheats at the Options menu, all stages in Free Skate mode, all secret characters (except Private Carrera) and gives you \$900,000 to spend at the Skate Shop.

Cheat Codes
Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes:
TEAMFREAK—Unlock all skaters
NEVERBOARD—Unlock all decks for the current skater
J U I C E 4 M E—Give the currently-selected skater enough stat points to max out all statistical categories

STIFFCOMP—Complete all Career mode goals for the currently-selected skater (this code also unlocks all of the levels in the remaining game modes)
ROLLIT—Unlock all movies

Cheat Codes
Select "Cheat Codes" from the Options menu and enter any of the following codes. Once activated, the cheats can be toggled on or off by selecting "Cheats" from the Options screen within the "Paused" menu.

Derrick Lee—Perfect Rail
 freewheelie—Perfect Manual
 moonshot—Moon Gravity
 fbiagent—Matrix Mode
 bumperrub—Perfect Skitch
 4p0sers—Stats at 13
 Watch_Me_Xplode—Unlock every-
 thing

Cheat Codes
Enter any of the following codes during any in-game "Loading" screen. A special message will appear after entering each one correctly. Unlock everything—Up, Down, Left, Right, A Press Y to jump during gameplay—Y, Left, Right, A

Infinite Nitros—Right, Left, A
No Nitros—Right, Left, Left, A

Cheat Codes
At the main menu, hold Left Trigger + Right Trigger and enter any of the following codes. You'll hear a special sound effect after entering each code correctly.

- Unlock all levels—Down, Up, Left, Left, Up, Right, Right, Right, Left Thumbstick
- Unlock all characters—Left, Up, Down, Right, Up, Down, Up, Right, Left Thumbstick
- Unlock all bikes—Down, Up, Right, Right, Right, Right, Right, Left Thumbstick
- Unlock all music—Right, Right, Right, Right, Right, Up, Down, Left Thumbstick
- Unlock all movies—Right, Up, Down, Up, Up, Right, Down, Down, Left Thumbstick

Cheat Codes
Enter any of the following codes at the "Cheats" screen within the Options menu:

- J O R M A—Unlock all boards for each character
- E L O K U V A T—Unlock all Reward videos
- P U K I I A—Unlock alternate outfits for each character

Secret Cheats
At the main menu, select "Cheats," then select "Enter Cheat" and enter any of the following codes. To access the level select feature after you have unlocked it, you must load a previously-saved game from the main menu.

E W E R P O S—Unlock invisibility
S L L E W G H—Unlock invisibility
T E X A S—Unlock all weapons
M A D M A N—Unlock unlimited ammo
H E I D—Unlock big heads
Z O O—Play Zoo mode

Secret Codes
Enter any of the following codes at any time during gameplay. You'll hear a special guitar sound effect after entering a correct code.

All items are marked with vertical lines—
White, Black, White, Black, Y, Y, B, X, X, B,
Right Trigger, Right Trigger
Obtain Kaboomarang, Doomarang,
Megarang, Zoomerang, Infrarang, Multirang
and Chronorang—White, Black, White, Black,
Y, Y, Y, X, Y, X
Obtain Frostryang, Flamerang, Zappyrang and
Aqurang—White, Black, White, Black, Y, Y,
X, X, Y, X

Cheat Codes
Enter any of the following codes quickly at the main menu. If you're not fast enough, they won't register:

Y, X, B, Y
Unlock each rider's 2nd and 3rd boards—Up, Up, Left, Left, Right, Right, Down, Down, Up, Left, Right, Down, Up, Left, Right, Down
Master code (unlock everything + perfect balance)—Up, Down, Up, Down, Up, Down, Up, Down, Up, Down, Left, Right, Left, Right, Left, Right, Left, Right

Secret Cheats
At the main menu, select "Gameshow Mode." Next, create a new profile using any of the following names to unlock the corresponding items:

Unlock Everything
Start a new game in Career mode, choose the "Name" option at the Create Profile menu, and enter "ALLUCANGET" as your name. You'll start at status level 10 with all of the cars, missions and championships unlocked.

Left Trigger + Right Trigger + White + Black simultaneously to activate a free-roaming camera option. While in Free Camera mode, the following controls can be used:

Zoom in/out—D-pad Down + Right Thumbstick Up or Down
Move camera vertically/horizontally—D-pad Left + Right Thumbstick Up/Down/Left/Right
Move camera around itself—D-pad Up + Right Thumbstick Up/Down/Left/Right
Drop car at camera point—White
Return to game—A or START

Unlock Characters & Costumes
At the main menu, hold the Left Trigger and press Right, Right, Left, Left, Down, Up, B. A special message will appear telling you that you have unlocked 10 characters and three new costume sets for 35 characters.

Cheat Codes
Enter either of the following codes at the main menu:

Unlock all costumes—X, Left Trigger, X, Left Trigger, X, X, Left Trigger, Right Trigger



Perpendicular (Super Pipe)
Trick Sergeant (three versions) =
Session the Top of the Run and
head down the "Freeride" por-
tion of the course. Look near the
right side of the course, just
after the starting point.

Play it Safe 3—Session the Top of the Run and look near the left side of the course just before the starting point.



Grinder/Pepper Grinder/Meat Grinder—Session Point 2 and look near the slopes on the left, just after the first big jump. (Grinder up. Try to reach the big cave in this run—there are many rails that can easily pump your total up over the goal.)



PlayStation tips

ALIEN: RESURRECTION

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. For both codes, the new menu items will appear within the "Options" menu.

Unlock "Cheat Menu" menu item—**O, Left, Right, O, Up, R2**

Unlock "Research" menu item—**□, Up, Down, O, Left, R1**

ARC THE LAD COLLECTION

Hidden Game

Load the "Making of Arc the Lad" disc, then—when the menu appears—press **O, O, X, □, □, Δ, O, X, □, START**. A hidden checkers game called "Arc the Lad Sline Time!" will appear.

CD Debug Menu

Load the "The Making of Arc the Lad" disc, then—when the menu appears—press **O, □**, then **O** seven times, then **□**, then **START**. A menu will appear, showing you the names of all the files and folders in the root directory of the CD. If you change discs, you can refresh the menu by pressing the **START** button...and if you highlight the name of an executable file and press **X**, the PlayStation will run that program. The main program file in most PS one games has a filename that begins with the letters "SLUS" or "SCUS"—but you wouldn't want to execute these files anyway, because doing so will usually just launch the game in question as if it had been loaded normally. Look for executable program modules which are meant to be run from within the main program, usually after certain conditions and variables have been set up. These usually have a .EXE extension, but not always. Because you may be skipping important parts of a game's loading sequence by doing this, executing such files will usually crash the PlayStation and you'll be forced to start over. However, some games have very interesting features which can be accessed this way. A few examples:

Motor Toon Grand Prix—Execute the "R.EXE" file to play the hidden "Motor Toon Grand Prix R" mini-game.

Alundra—Execute the "END.EXE" file to view the ending, or the "CLOSING.EXE" file to view the credits.

Jersey Devil—Load the "CREDITS.EXE" file to view the ending credits.

Zero Divide—Load the "RETURN.EXE" file to play the secret "Tiny Phalanx" mini-game (with Controller 2).

If you mess around with this trick, please be aware that you'll be toying with your games in a way that's not approved by Sony or anybody else, so don't blame us if you get unpredictable results or if something screws up happens with your memory card.

AREA 51

Alien Mode

Shoot the first three humans you see without hitting anything else; you'll be playing the game in "Kronn Hunter" mode with strange colors and a different ending sequence.

BEAST WARS TRANSFORMERS

Weapon Power-Up

During the game, press **START** to pause. When the word "Paused" appears on the screen, hold the **□** button and enter the following code quickly: **Up, Down, Left, Right, Δ, X, □, START**. Now your character's weapon will be more powerful than the standard weapon.

Stage Skip

During the game, press **START** to pause. When the word "Paused" appears on the screen, hold the **□** button and enter the following code quickly: **Up, Down, Left, Right, Δ, X, □, Right, Left, Down, Up, START**. The words "Mission Completed" should appear on the screen and you'll be able to advance to the next one.

BLADE

Unlock Secret Cheats

Enter any of the following codes at the main menu. You'll hear a special sound effect upon entering a correct code. Then, in the middle of gameplay, press **START** to pause and select "Cheat Menu" from the pause screen. From here you'll be able to toggle on and off all the cheats that you're unlocked.

Unlock Infinite Weapons—**Down, Right, Up, Left, L2, L1, R2, R1**

Unlock Infinite Health—**Left, Left, Left, Right, L2, L1, R2, R1**

Unlock All Items—**Right, Left, Up, Down, L2, L1, R2, R2**

BUGS BUNNY: LOST IN TIME

Unlock All Stages

At the "Era Selector," point Bugs to an Era that is currently inaccessible. Hold **L2 + R1** and press **X, R2, L1, O, X, □, □, □**. You'll then be able to enter any stage.

BUILDERS' BLOCK

Unlock All Areas

At the main menu, press **Left, Right, Left, Left, Right, Right, Left, Right, Δ**; you'll hear a chirping sound to confirm the code. Choose "Puzzle Mode" and you'll find that all of the areas have been unlocked at the Area Select menu.

Secret Characters

Choose "Arcade Mode" from the main menu, then wait through the demo for the white Arcade Mode title screen to appear. When the words "Game Over" and "Push X Button" are flashing, press **L1, Left, Right, Left, L1**; you'll see Yuen and Alfa appear in the corner of the screen, indicating that the secret characters Ranju and Gara are now unlocked at the Arcade Mode Player Select screen.

C-12 FINAL RESISTANCE

Cheat Codes

At any time during the game, press **START** to pause, then enter any of the following codes: Invincibility—**Hold L2 and press Up, Left, Down, Right, Δ, X, □**

All weapons—**Hold L2 and press Up, Left, Right, Down, Δ, □, O, X**

Unlock all weapons' secondary attacks—**Hold L2 and press Up, Left, Right, Δ, X, □, O**

Infinite ammo—**Hold L2 and press Down, Left, Right, X, □, O**

Collect shield—**Hold L2 and press Up, Left, Right, Δ, □, O**

Stealth mode—**Hold L2 and press X, X, □, Δ, Δ, O, O, X, X**

CASTLEVANIA CHRONICLES

Extra Option

At the main menu, press **Up, Up, Down, Down, Left, Right, Left, Right, O, X**. If you entered the code correctly, the "Extra Option" screen will appear automatically.

Sound Module Setting

At the main menu, move the cursor to either "Original Mode" or "Arrange Mode." Next, hold **L1 + R1** and press **X**. Now you can choose from three additional soundtrack variations before the game begins.

CHAMPIONSHIP MOTOCROSS

FEATURING RICKY CARMICHAEL

Secret Codes

From the main menu, select "Championship," then press **X** twice to reach the "Name Entry" screen. Enter any of the following passwords at this screen. Note: the "-" symbol represents a space.

ALL_EVERYTHINGS—Unlock all classes

DIRTY_TRACKS—Unlock all tracks in Single Race mode

GROSSE_TETTE—Big head

LIVE_ACTIION—Unlock Fox Movie in "Extras" screen

COLIN MCRAE RALLY 2.0

Secret Codes

Choose any game mode at the main menu, then select "Create New Driver Profile" at the Driver Select screen. Next, input any three letters at the Tag Entry screen. Finally, at the Name Entry screen that follows, enter any of the following codes: After entering a correct code, you'll return to the Driver Select screen automatically. Note: the "-" character represents a space.

helloworld—Unlock all tracks

onecarefulower—Unlock all cars

hello_raz_u_n_file—Main menu displays the outline of a rat

Mare Codes

The following codes are entered in the same way as the previous ones; however, after entering at least one of them, a new "Cheats" menu will appear under the "Options" menu where you can toggle each on or off.

greatballs off—Fireball

moonlander—Reduced gravity

roymiscars—Mirror tracks

neuralnightmare—Aggressive cars

rubbertires—Bouncy collisions

rockefeller—Turbo boost

cheyroller—Monster truck

prunjujule—Faster cars

CRASH BANDICOOT 2

CORTEX'S STUNNED BACK

10 Extra Lives

See the little polar bear in front of the door that leads to the "Bear It" stage in the second level room! If you body-slam the critter five times in a row, you'll get ten extra lives.

Secret Levels

To access Level 26: Totally Bear, ride the bear cub in Level 15: Un-Bearable until you get thrown off at the end of the stage. Do a long jump to go back across the chain and return to the cub to warp to the first secret level.

To access Level 27: Totally Fly, fall into the pool of water in the latter half of Level 16: Hangin' Out, then walk backwards instead of advancing past the checkpoint box. You'll fall into another hole that leads to a "hanging" area with flying spiky creatures. While Crash is hanging, use the **O** or **R1** button to lift his legs up and allow the spiked guys to pass below him; take it slow, advancing only one "step" for each enemy "lap." If you get through, you'll be warped to the second secret level.

Bring Back Bosses

If you've already defeated a boss but you want to fight him again just for fun, hold the **Δ** button when using the platform to move between the different floors of the warp room.

CRASH BANDICOOT: WARPED

Secret Stages

In Level 14: Road Crash, watch for a road sign on the left side of the road that displays an alien head symbol instead of a directional arrow. If you smash into this sign, you'll warp to Level 31: Hot Coco.

In Level 11: Dino Might, take the yellow gem platform to the alternate path; you'll eventually enter an area that looks similar to the dinosaur chase scene—where you're running toward the "camera"—except there will be no dinosaur chasing you. You'll encounter a series of prehistoric creatures who fly up into the air as you pass. If you jump into the clutches of the second pterodactyl, it will carry you to the top-secret Level 32: Eggpurs Rex.

CRASH TEAM RACING

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. Remember, these codes only affect game modes other than "Adventure."

Unlock Penta Penguin—**Hold L1 + R1 and press Down, Right, Δ, Down, Left, Δ, Up**

Unlock Ripper Roo—**Hold L1 + R1 and press Right, O, Δ, Down, Up, Down, Right**

Unlock Dr. N. Nopy—**Hold L1 + R1 and press Down, Left, Right, Up, Down, Right, Right**

Unlock Papu Papu—**Hold L1 + R1 and press Left, Δ, Right, Down, Right, O, Left, Left, Down**

Unlock Komodo Joe—**Hold L1 + R1 and press Down, O, Left, Left, Δ, Right, Down**

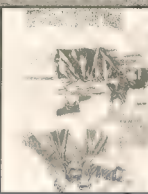
Unlock Pinstripe—**Hold L1 + R1 and press Left, Right, Right, Left, Δ, Right, Down**

Unlock Turbo Truck, The North Bowl, Lab Basement, Parking Lot—**Hold L1 + R1 and press Right, Right, Right, Left, Δ, Right, Down**

Super Turbo Pads—**Hold L1 + R1 and press Δ, Right, Right, O, Left**

Infinite Bombs—**Hold L1 + R1 and press Δ, Right, Down, Right, Up, Δ, Left**

TIPS & TRICKS Reader Art Gallery



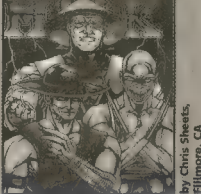
by Kimball Browner,
Knoxville, TN



by Reyna Garcia,
Sarasota, FL



by Jared Thompson,
Canyon Lake, CA





by Chris Sheets,
Fillmore, CA



Infinite Wumpa Fruit—Hold L1 + R1 and press Down, Right, Right, Down, Down
Infinite Masks—Hold L1 + R1 and press Left, Δ , Right, Left, \square , Right, Down, Down
Invisibility—Hold L1 + R1 and press Up, Up, Down, Right, Right, Up
Unlock Scrapbook—Hold L1 + R1 and press Up, Up, Down, Right, Right, Left, Right, Δ , Right

Unlock "whack-a-mole" game at the Vault screen—Down, Δ , Down, Δ , Down, Δ

you do this correctly, several new options will appear, including invincibility, free play, "Big Boy" (which allows you to change the characters' size) and a level skip option. With the level skip turned on, start the game, then press L1 + L2 + R1 + R2 during gameplay to access a stage-select menu. Press Up or Down and use the Δ and \times buttons to choose a stage, then press START to warp there.

G-POLICE
Infinite Shields
At the "Mission Brief" screen, hold L1 + R2 +  and press Left on the D-pad.
Unlimited Ammo
At the weapon select screen, hold R1 + L2 +  and press Left on the D-pad.

GRAND THEFT AUTO
Cheat Codes
Press ☐ at the character-select screen to change a character's name to one of the following cheat names; when the game starts, you'll get the following effects:
W E Y H E Y—Start with 9,999,990 points
B L O W M E—Display map coordinates
E A T T H I S—Max. "Wanted" level
T H E S H I T—Unlock all missions and start with 99 lives, all weapons, infinite ammo and all items





BIG BEN—Start with 9,999,990 points
MVCICAR—Start with 99 lives
RAZZLE—Stage select
HAROLD HAN D—Activates all of the above, plus all weapons with infinite ammo and all items

GRAND THEFT AUTO 2

Secret Codes
 From the main menu, select "Play," then press X again to change your name to any of the following codes. You'll get no special confirmation after entering a correct code.
IGCSOAE—Start with \$1,000,000
NAVARON E—Start with all weapons and 99 ammo
HIGH FIVE—Start with x5 Multiplier
LOSEFE—No Auto Police
WUGGLE—Display Coordinates
LITSLALU P—Area Select
IVELONG—Start with unlimited health
DSFRES—Start with maximum Wanted Level

GURBLE

Cheat Code
 At the title screen—while the words "Press Start Button" are flashing—press Δ , Up, Right, X, Down, O, Left; you'll hear Gubble make a noise to confirm the code. Now start a game. When the map screen appears, press R2 to remove all the obstacles, allowing you to access any stage. During gameplay, press R1 to instantly clear the current stage.

GUNFIGHTER: THE LEGEND OF JESSE JAMES

Cheat Menu
 Note: You must have an analog or Dual Shock controller to enter this code. At the main menu, press the L3 button (push the left analog stick into the controller) and continue to hold it down. After three seconds, a small box will drop from the top of the screen. While continuing to hold L3, press Δ , X, \square , O, \square , Δ , X; a message will appear to confirm the code. Now start a game in any mode, press START to pause and select "Options" from the pause menu. You'll find a new option called "Developer Cheats" which allows you to turn on various cheats and unlock all of the levels.

HOOTERS ROAD TRIP

Cheat Codes
 Choose "Map" from the main menu. When the map appears, enter either of the following codes. Unlock all vehicles—Up, Down, Left, Right, R1, L2, L1, R2. Unlock all tracks—R2, L1, R1, L2, Left, Up, Down, Right.

HOT SHOTS GOLF 2

Unlock Everything
 From the main menu, select "New Game." Then, at the following screen, enter "2GSH" as your name. You'll find all of the courses and characters unlocked.

HOT WHEELS TURBO RACING

Secret Codes
 Each of the following codes can be entered at the main menu to get the corresponding effect before each race; you'll hear a signal to confirm each code. Note that you can only have ONE of these codes active at any time: Unlimited Turbo—R2, L1, L2, R1, L2, L1, R2. Small cars—R1, R2, L2, Δ , L2, R2. Large tires— \square , Δ , \square , Δ , R1, L2, L2. No graphic textures on cars—L1, R1, L2, R1, L2, R2. Alternate sound effects + announcer—R2, R1, L2, R2, Δ , L1, R1. Passwords. Highlight "Sign In" at the main menu and press Left or Right twice to access the Pass-

word option. Enter any of the following passwords to unlock different features: PWD TST—Unlock all secret courses and secret vehicles except "Tow Jam" T W J M—Unlock "Tow Jam" vehicle

INDEPENDENCE DAY

Cheat Code
 Choose "Options" from the main menu, then select "Player Name" and enter your name as "GREG FM" (be sure to enter a space between the second "G" and the "F"). Now return to the main menu (the one that says "Single Player/Multiplayer/Options") and press Left, Right, \square , O, Δ , Down, A. "Cheater" menu will appear with 12 different cheat options that you can use as follows:
 • C—Use this to wade to any stage.
 • Plane—Choose any craft; "BAC" is the alien spaceship.
 • Invincible—Turn this option on and you'll take no damage.
 • Kill/Civil—You can lock on to non-enemy objects and blow them up.
 • Kill Wing—You can lock on to your wingmen and shoot them down.
 • Damage Bonus—You can kill enemies with just one missile.
 • Tourist—Turn this option on to remove all aliens.
 • Weapons—Turning this option on will give you infinite missiles.
 • Fast Reload—This allows you to fire missiles more quickly.
 • Demo Cam—You can play the game with this option turned on, but you can use the D-pad and buttons to explore each stage at your own pace.
 • No Time—Turn this option on to disable the timer.

INUYASHA

Cheat Codes
 Enter any of the following codes at the main menu screen:
 Unlock all characters except Totosai—Up, Right, Down, Left, Up, Right, Down, Left. Unlock Totosai—Hold R2 and press Up, Up, Down, Down, Left, Left, Right, Right, Up, Left, Down, Left, Right, Down, Right. Unlock Demon Inuyasha—Press Up, L1, L1, Down, Down, R1, Note: Up, L1, L1, Down, Down, R1, R1. Note: Demon Inuyasha is not available in Feudal Fairy Tale mode.
Secret Message
 If you hold the R1 button before the title screen appears, you'll hear a secret message in Japanese after the name of the game is spoken. The secret message will be different depending on which character announces the title.

THE ITALIAN JOB

Secret Codes
 Enter any of the following codes at the main menu screen. Each time you enter a code correctly, you'll hear a crowd cheer and the screen will dim momentarily.
 Unlock all Italian Job missions— \square , \square , Δ , \square , \square , Δ , \square , Δ . Unlock all Destructor missions— \square , \square , Δ , \square , \square , Δ , \square , Δ . Unlock all Checkpoint missions— \square , \square , Δ , \square , \square , Δ , \square , Δ . Unlock all Challenge missions— \square , \square , Δ , \square , \square , Δ , \square , Δ . Unlock all vehicles and Turn state in Free Ride— \square , \square , Δ , \square , \square , Δ , \square , Δ . Unlock all missions— \square , \square , Δ , \square , \square , Δ , \square , Δ .

JACKIE CHAN STUNTMASTER

Unlock All Levels
 At the main title screen—while the words "PRESS START button" are flashing—press L2, \square , Δ , O, X, R2; you'll hear a gong to con-

firm the code. Now all of the stages are unlocked except the Shaolin Temple.
All Dragons Collected
 At the main title screen—while the words "PRESS START button" are flashing—press L1, R2, L2, R2, \square , X, you'll hear a gong to confirm the code. Now all of the levels—including the secret Shaolin Temple—are unlocked and Jackie appears in his Drunken Master costume.
Secret Video
 At the main title screen—while the words "PRESS START button" are flashing—press Left, Right, R1, \square , Δ , O; the words "Secret Movie Press X" will appear. Press X to watch the behind-the-scenes movie that you ordinarily don't get to see unless you beat the Shaolin Temple stage.

K-1 THE ARENA FIGHTERS

Secret Character
 Choose "Team Battle" from the main menu, then—when the character-select screen appears—press Up, Up, Down, Down, Left, Right, Left, Right, START. You'll hear the crowd and Master Shih will appear as a selectable character on the right side of the screen.
Infinite Stamina
 At the title screen, wait for the words "Push Start" to begin flashing, then quickly press Up, Right, Down, Left, Up, Right, Down, Left, SELECT. You should hear a small explosion to confirm the code; if you don't hear it, keep trying. Once the code is in place, start a match in any game mode and you'll find that your stamina will never go down—but neither will your opponents'.

Strength Adjust

During a match, press START to pause, then press L2, R1, L1, R1, L2, R1 while paused. A number "5" will appear above each fighter's name. This number represents your fighter's attack power; press Up or Down to change it to any number from 1 (weak) to 9 (very powerful). Use Controller 2 to change your opponent's attack power.
Alternate Costumes
 At the title screen, hold L1 + R1 and listen carefully until you hear three chimes followed by a higher-pitched chime. Now three of the game's fighters have different costumes: Musashi and Andy Hug have martial arts Gi outfits and Sam Greco has long pants.
See the Ending
 Turn the PlayStation on with the K-1 disc inside and hold L1 + L2 + Δ + O + Left on both controllers while you hold the button. Continue to hold all of the buttons until the demo begins, instead of the normal introduction; you'll see the video from the game's ending, complete with credits.

KISS FINBALL

Music Trick
 If you press the OPEN button on your PlayStation during the game, you'll be prompted to insert a music CD. Go ahead and stick in a copy of *Destroyer*, *Music From The Elder* or any other music CD; you'll be able to listen to your own tunes while you play instead of the game's disc. Press the OPEN button L2 to skip ahead to the next track on the CD, or press R2 to skip back.

LARGO VINCHI/COMMANDO SAR

Cheat Code
 At the main menu, press SELECT, \square , \square , O, \square , Δ , O, Δ . A cheat menu will appear with "Invincible" and "Silent" options; turn on the game's enemy characters will not see or hear you. Select "Continue" to access a stage-select menu (press Left or Right to choose any stage).

LEGACY OF KAIN: SOUL REAVER

Cheat Codes
 At any time during the game, press START to pause, then enter any of the following codes for different effects. You'll hear a special sound effect to confirm each code; codes will take effect as soon as you unpause the game. Restore Health—Hold L1, press Down, O, Up, Left, Up, Left. All Abilities—Hold L1, press Left, O, Up, Up, Down. Max Health—Hold L1, press Right, O, Down, Up, Down, Hold L1. Max Mana—Hold L1, press Right, Right, Left, Δ , Right, Down. Max Magic—Hold L1, press Δ , Right, Down, Right, Up, Δ , Left. All Abilities—Hold L1, press Up, Up, Down, Right, Right, Left, O, Right, Left, Down. Fire Reaver—Hold L1, press Δ , Right, Down, O, Up. Aerial Reaver—Hold L1, press X, O, Right, Up, Δ , Left, Left, Right, Up. Kain Reaver—Hold L1, press X, O, Right, Up, Δ , Left, Left, Right, Up. Force Glyph—Hold L1, press Down, Left, Δ , Down, Up. Stone Glyph—Hold L1, press Down, O, Up, Left, Down, Right. Sound Glyph—Hold L1, press Right, Right, Down, Up, Down. Water Glyph—Hold L1, press Down, O, Up, Down, Right. Fire Glyph—Hold L1, press Up, Up, Right, Up. Force Glyph—Hold L1, press Up, Up, Right, Up. Sunlight Glyph—Hold L1, press Left, O, Left, Right, Right, Up, Left.

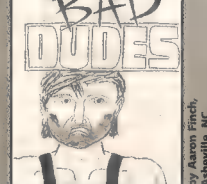
LOADED

Cheat Codes
 At any time during the game, press START to pause. When the pause menu appears, hold the L1 and L2 buttons for approximately ten seconds; this will "lock" the rectangular cursor in place. If you can still move the cursor up and down with the D-pad, then you need to hold the L1 and L2 buttons a little bit longer. After the cursor is locked up, continue to hold the L1 and L2 buttons and enter the following codes to add extra lives to your game.
 Ammo—Down, Right, O, Left, Right, O (select this option to boost your ammo).
 Health—Right, Left, Left, Down, Down, Up, Δ . O (use this option to refill your energy meter).
 Power—Right, Down, Right, Δ (this option will power-up your weapon).
 Lives—Left, Down, Right, Δ , \square , X, O (this option gives you one extra life each time you press the button).
 Smart—R1, R2, X, Δ , \square , O, R1, R2, X, O, \square (get one extra smart bomb each time you press the button).
 Skip Level—X, R1, Δ , R1, \square , R2, R2, X, \square , Δ . X (use this option to skip the current level and start on the next stage).

LODE RUNNER

Stage Skip
 At any time during the game, enter any of the following button combinations to skip stages. Note: You may hold L2 instead of R2 to enter the codes if you wish.
 Skip ahead one stage—Hold R2 and press O.
 Skip ahead 15 stages—Hold R2 and press O.
 Go back one stage—Hold R2 and press \square .
 Go back 15 stages—Hold R2 and press X.
Extra Lives
 When your number of remaining lives is "1," press SELECT to call up the pause menu, then select the "Restart" option. Your life counter will be reset to "5."
Fast Forward Gameplay
 Choose "The Legend Returns" or "Extra"

TIPS & TRICKS Reader Art Gallery





PlayStation

from the main menu, then—when the “1 Player/2 Players/Extra” menu appears—highlight “1 Player,” hold the R2 button and press X or START. Now the game’s overall speed is faster.

Bonus Stages
Choose “Construction” from the main menu, then select the “Name” option and enter “SPECIAL” at the Enter Title screen. Now exit to the main menu and choose either “The Legend Returns” or “Extra.” At the “1 Player/2 Players/Extra” menu, hold the L2 button and press X or START; you’ll find a sequence of some extra-challenging secret levels.

Intermission Select
Using Controller 2, highlight “Options” at the main menu and enter the following button combinations to see any of the game’s intermission scenes:

Hold R2 and press X—Bomby intermission
Hold L2 and press X—Hideout intermission
Hold R2 + L2 and press X—Gale intermission
Hold R1 and select X—Sare intermission
Hold R1 + R2 and press X—Jachmann intermission

Hold R1 + L2 and press X—Bug sprayer intermission
Hold R1 + R2 and press X—Pickaxe intermission

Hold L1 and press X—Spotlight intermission
Hold L1 + R2 and press X—Teletorier intermission

Hold L1 and press X—Lode Runner: The Legend Returns credits

Hold L1 + L2 + R2 and press X—Lode Runner Extra credits

LUNAR: SILVER STAR STORY COMPLETE

Hidden Game
Put the “Making of Lunar” CD in your PlayStation and turn it on. As soon as the video begins to play, press Up, Down, Left, and Right, A, START. You’ll access a secret game—similar to Atari’s *Warlords*—for up to eight players.

View All FMV Scenes
After entering the “Hidden Game” code above, open the PlayStation and replace the “Making of Lunar” CD with either of the two game discs. Now select “Exit” from the mini-game menu; you’ll see all of the FMV scenes on the disc you’ve loaded.

MARBLE MASTER

Cheat Code
Choose “Single Player” from the main menu, then select the “Enter Code” option and enter the code “U u l c c” to unlock all of the missions in Mission mode. Note that this code uses the smaller letters except for the large “U.”

MARVEL SUPER HEROES

Alternate Colors

To choose the alternate Player 2 color for your character instead of the normal color, make sure the “shortcut” option is turned “off” at the option menu, then enter one of the following codes at the character-select screen:

- For Hulk, Wolverine, Spider-Man, Magneto or Juggernaut, highlight the character, hold up on the D-pad for three seconds and press an action button before releasing Up.
- For Iron Man, Pyroclaw, Captain America, Shuma-Gorath or Blackheart, highlight the character, hold down on the D-pad for three seconds and press an action button before releasing Down.

Boss Codes
To play as Dr. Doom or Thanos, you must first beat the game in one-player mode at any difficulty setting. Once you’ve done this, use the following codes at the character select screen to turn the “shortcut” option turned “off.”

- Dr. Doom—Press Down, then press

and continue to hold X, then O, then R1 (you should still be holding X and O when you press R1).

- Thanos—Press Up, Up, then press and continue to hold L1, then Δ, then □ (you should still be holding L1 and Δ when you press □).

To choose the alternate Player 2 color for Dr. Doom or Thanos, use the following codes at the character select screen:

- Dr. Doom—Press Down, Down and continue to hold Down on the second press; wait three seconds, then press and continue to hold X, then O, then R1 (you should still be holding X and O when you press R1).

To choose the alternate Player 2 color for Dr. Doom or Thanos, use the following codes at the character select screen:

• Dr. Doom—Press Down, Down and continue to hold Down on the second press; wait three seconds, then press and continue to hold L1, then Δ, then □ (you should still be holding Up + L1 + Δ when you press □).

Once you’ve successfully entered the codes to play as each boss at least once, both boss characters will then appear at the “shortcut” version of the character select screen. Note that the above codes are shown as if you’re using the default control configuration. If you’ve changed the controls, you’ll have to adjust the codes to your pressing the Punch and Kick buttons in the proper order.

MAT HOFFMAN’S PRO BMX

Secret Code

At any time during gameplay, press START to pause the game, then enter any of the following codes. After entering each code correct the pause menu will shake. The effects will take place immediately after you select “Continue” to return to the game.

Perfect balance—Hold L1 and press □, Left, Up, Right.

Display balance meter during grindings—Hold L1 and press Left, O, □, Δ, O, X.

Infinite Special—Hold L1 and press Left, Down, the □, Up, Right.

Big wheels—Hold L1 and press Down, O, O, Down.

Add eight minutes to your remaining time—Hold L1 and press □, Up, X.

Point values x10—Hold L1 and press □, O, O, Up, Down, Down.

Point values divided by 10—Hold L1 and press Down, Down, Up, O, O, □.

Secret Character: Granny

Start a game in Career Mode and press START to pause, then select the “Retry” option from the pause menu. Continue to pause and restart; after you do this 10 times, a message will appear and Granny will become a playable character.

MEDAL OF HONOR

Secret Codes

Enter these codes at the “Password” screen under the “Options” menu. The lights on the machine will flash green after entering a correct code.

O O L I C H I C K—Secret Screen 1

A J R I L E S—Secret Screen 2

D I W I G A L L E R Y—Secret Staff Photo Gallery

D W I M O H E T A M—Secret Team Gallery

C A P T A I N D Y E—Captain Dye Mode

D E N I S M O D E—Nifty Multiplayer Power-up

S P R E C H I E—American Movie Mode

B R A D A L A M R—Temperamental Tossin

T R A C E R O W—Wireframe Mode

I C O S I D O E C—4a Firing Rate

G O B L U E—Reflecting Shots

B A D C O P S H O U—Unlimited Ammo

M O S T M E D I A L—Audie Murphy Mode

N O V A S I O N—Unlock Mission 1 in the Gallery

B I G G E R T A—Unlock Mission 2 in the Gallery

D A S B O O T—Unlock Mission 3 in the Gallery

S T U K A—Unlock Mission 4 in the Gallery

K O M E T—Unlock Mission 5 in the Gallery

T W O L I N T W O—Unlock Missions 6 and 7 in the Gallery

V I C T O R Y D A Y—Unlock Victory in the Gallery

Z E R S T O R E N—Unlock Mission 2

B O O T S I N K T—Unlock Mission 3

S E N F A S—Unlock Mission 4

S C H W E R E S—Unlock Mission 5

S I C H T U N G—Unlock Mission 6

G E S A M T H E I T—Unlock Mission 7

W E C A N D O I T—Unlock Role in Multiplayer

E V I L L U R T—Unlock Luck in Multiplayer

N I T H E N A V Y—Unlock Jans in Multiplayer

T I R E D J O H A N—Unlock Johan in Multiplayer

D A S B O O T Y—Unlock Jürgen in Multiplayer

H O T T O D D W N—Unlock Felix in Multiplayer

R O C K E T M A N—Unlock Von Braun in Multiplayer

A R T C R I T I C—Unlock Ernst in Multiplayer

C O O L S H A D E S—Unlock Eggon in Multiplayer

H O O D U P—Unlock Wolfgang in Multiplayer

B I G F A T M A N—Unlock Möller in Multiplayer

F I N E S T H O U R—Unlock Winston in Multiplayer

M U S I C I A N—Unlock Bismarck in Multiplayer

B E R R O Z M B I E—Unlock Otto in Multiplayer

B E A C H B A L L—Unlock Noah in Multiplayer

W O O F W O O F—Unlock Bismarck in Multiplayer

I R E A N O K E N—Unlock Rizal in Multiplayer

M U S I C I A N—Unlock Panzerknacker in Multiplayer

S P I E L B E R G—Unlock Steven in Multiplayer

P A Y B A C K—Unlock Will in Multiplayer

B A C C O O—Unlock Game Werks Theater in Multiplayer

S P Y S C H O O L—Unlock Site Seeing Theater in Multiplayer

MEDAL OF HONOR: UNDERGROUND

Secret Passwords

At the main menu, select “Options,” then select “Passwords.” At the following screen, enter any of the following passwords to obtain the corresponding result:

D W I C E C R A N S—Staff screens

M O H U E Q U I P E—More staff screens

M O H D E S S I N—Cartoon gallery

R I C O C H E T—Bouncing Bullets

L A T I R U S E—Podski Mode

B A L L E S V I T E—4a Firing Rate

P U I S S A N C E—Invulnerability Mode

A U T O D I N G U O—Wacky Taxi Mode

U N L O C K E V E R Y T H I N G

First, enter I N T R E Z V O U S as a password.

Now you may enter any of the following passwords:

P O R T C E L E S—Unlock everything except Panzerknacker Unleashed!

L E M O N S T R E—Unlock Panzerknacker Unleashed

MEGA MAN X5

Secret Codes

Use these codes to play as alternate versions of X or Zero. Note that you can only use one code at a time; for example, if you want to play as Nightmare Zero, you won’t be able to use Ultimate Armor X in the same game.

• Ultimate Armor X—Press START at the first title screen, then press Left, Left, Left, Right Level, then “Bonus Game Modes” at the following Game Start/Continue/Option menu.

You’ll begin the game with X’s Ultimate Armor, which is very much identical to the same armor from *Mega Man X5*; it allows X to fire a super charged shot, hover in place and perform the Mega Crush attack at will.

• Nightmare Zero—Press START at the first title screen, then press L1, L1, L1, R2 at the Game Start/Continue/Option menu. When you rescue Zero after defeating him in battle, you’ll play as the Nightmare version of Zero instead of the normal version. Nightmare Zero has all of Zero’s normal moves, but he is much more powerful.

MIRACLE SPACE RACE

Cheat Codes

Choose “Options” from the main menu, then enter any of the following codes at the Options screen.

Unlock all characters—Left, Right, L1, R2, R1, L2, □

Unlock all cups and courses—L1, L2, R2, R1, Left, Right, □

MONSTERS, INC. SCREAM TEAM

Secret Codes

Enter any of the following codes at any time during gameplay. You’ll see each one take effect immediately after entering it correctly.

99 lives—Hold L1 + R2, press O, O, O, □, □

Full scale meter—Hold L1 + R2, press O, O, O, □, □, □

Full health—Hold L1 + R2, press O, O, O, □, □

MTV’S CELEBRITY DEATHMATCH

Cheat Codes

Choose “Credits” from the main menu, then enter any of the following codes while the credits are rolling:

Unlock all characters—O, Δ, Left, Left, Left, Left

Weapons appear more frequently—R2, L1, R1, L1

Tommy Lee’s Fatalities

Drum Out—X + O, R1 + R2

Tommy’s Punch Up—□ + Δ, Left, Left, R1 + R2

Busta Rhymes’ Fatalities

Pogo of Pain—X + O, Left, Left, Left

Kick to the Curb—□ + Δ, Left, Left, Left

Marilyn Manson’s Fatalities

Diabolic Spin—X + O, Left, Left, Left

Head Bang of Evil—□ + Δ, Up, Left, Up

Mr. T’s Fatalities

Airplane of Pain—Δ + O, Up, Left, Down

Super Speed Bag—□ + X, Up, Down, Down

Carmen Electra’s Fatalities

Spinal Spin—X + O, Left, Left, Left

Rick to the Curb—□ + Δ, Left, Left, Left

Frankenrotting—Δ + O, R1, Left, Left

Catapult of Carnage—□ + X, R1, Down, Left

Wolfman’s Fatalities

Nick Maul—Δ + O, R1, Left, Up

Pelvic Chew Toy—□ + X, R1, Down, Up

Neck Diamond’s Fatalities

Brain Pull—Δ + O, R1, Up, Up

Horrendous Spin—□ + X, R2, Down, Down

Johnny Gomer’s Fatalities

Drum Out—Δ + O, R1, Down, Down

Boat to the Head—□ + X, R2, Down, Right

Al’s Fatalities

Brain Bash—Δ + O, Left, Left, Left

Spinal Slice & Dice—□ + X, Down, Down, Up, Down

THE MUMMY

Secret Bonus Codes

At any time during gameplay, press START to enter the pause menu, then choose “Quit Game” and select “Yes.” Next, select “Right Level,” then “Bonus Game Modes” at the following Game Start/Continue/Option menu.



By Edgar Holloway, Farmington, MD

By Johannes Fernandez, E. Ennis, NY

By Marcus Craddock, Burke, VA





Game Boy Advance tips

AGGRESSIVE INLINE

Cheat Codes
Enter the following codes at the title screen, while the words "Press Start" are stretching:
Unlock all characters—L, L, B, B, R, R, L, L, R
Unlock all levels—Up, Down, Up, Down, Left, Right, B, R

ALTERNATES EVOLUTION CONTINUES

Cheat Password
R B P X C K C—Infinite ammunition

ANIMAL SNAP

Mini-Game
At the title menu, hold the L button and press Up, Down, Left, Right, Left, Down, Up. A new "Block Blaster" option will appear.

ARMY MEN ADVANCE

Passwords
Q Q N R T P C—All Levels Unlocked (Sarge)
N Q R D G T P B—All Levels Unlocked (Viktor)

ATVI: QUA POWER RACING

Unlock Everything
At the main menu, select "Options," then select "Password." Next, press START, Down, A, Up, Up, A, Down, Down, A, Up, A.

BACKTRACK

Cheat Codes
At any time during a single-player game, press SELECT to access the Game Menu, then press L, Right, B, L, R, Left to access the 85-800000 computer terminal. Highlight "CU" (Password Required) and press A, then enter any of the following cheat password:
H C A—200 health
G O D—Invincibility
W E A P—All weapons
A M M O—Max. ammo for all weapons
A R M—Armor
K E Y—All keys
M O N—Enemies shown on map as gray dots
F R E—Freeze all enemies

BALISTIC BEKS VS. SEVER

Cheat Passwords
D E A T H W I S H—Invincibility
T O O L E D U P—All weapons
B I G P O C K E T—Infinite ammo
O O H S T O P I T—One hit kills
A C M E B A N G—Explosions do more damage
C O L D F E E T—Enemies can't move
D O Y O U C H E—Enemies ignore you
H O R N B L O W—Enemies make farting sounds when injured

BOXING FEVER

Passwords
Vs. Boxer—H 7 6 4 9 D H 5
Vs. Boxer II—2 G 4 8 D H 9
Vs. Boxer III—2 G 3 0 9 7 8
Vs. E. Byrdop—2 5 6 8 3 1 9
Vs. Byrdop—6 5 1 F F 8 8 8

BUTTERFLY DANCE BEAT

Password
M N F K—Unlock all songs + video (Easy difficulty)
N X B F P—Unlock all songs + video (Hard difficulty)

BURRY THE VAMPIRE SLAYER

WRITES OUT THE DARKNESS 2000
Cheat Codes
Enter any of the following codes at the title screen, while the words "Press Start" are flashing:
Invincibility—B, A, A, L, R, Down, Up
Infinite lives—L, L, R, R, R, Right, Right
Start with nine of every item—Up, Down, Up, Down, B, A
Show enemies' health meters—Up, Right, Up, Left, Down, Right, Down, Left

BUTTERFLY MARTIANS: B.K.M. BATTLES

Passwords
Choose "Resume Game" from the main menu, then enter any of these passwords:
I W T S O W N 2—Mistropolis
T M T W N 3 P 2—AquaCity
F I L G S O W 6—Magna
I O J O W N 5—Silicon City
I A T S M O 4—Bore
I W T S O W N 7—Koo Foo Ship
A L W M A A 1 5—Max. firepower, defense and restoration pickups
K M I O R M A O—Infinite lives

CONTRA ADVANCE: THE ALIEN WARS EX

99 Lives Passwords (Normal Mode)
Level 2—Y A H C B L S P 3 2 X Z W F 1
Level 3—W X D I Z J H S I Q K K C Y 1
Level 4—Z W I F 1 J M G S L I B C P 3 I Q B
Level 5—G 3 4 2 I N T D N 3 N C 3 V 2 C
Level 6—W 3 M 1 S J V P I N Y 2 4 8 D

DAREDEVIL

Password
4 1 1 K 1 5 2 G V Z—Start on the final stage with nine lives and all secrets unlocked

DARK ARENA

Cheat Passwords
K N G H T S F R—All keys available
L M S P L L N G—All maps available
T R B L D N S—All weapons available
N D C R S D R T—Infinite ammo
H L C N D S B—Infinite health
N F T R W L L L—Level skip (press START to pause the game, press A to skip the map, then press SELECT at the map screen to skip the current level)
N R Y R D D S—Enable vowels at password entry screen
A L L—Activate all cheats simultaneously

DEKSTER'S LABORATORY: DEESEAFTER STRIKES

Cheat Codes
At any time during the game, press START to pause, then enter any of the following cheat codes at the pause menu:
Fast Dexter—L, R, R, R, L, L, R, R, L, L, R, L, R
Strong Dexter—L, R, R, R, L, L, R, L, R, R, L, R, L, L, R
Get double ammo—L, R, R, R, L, L, R, L, L, L, R, L, L, R
Less damage—L, R, R, R, L, L, R, L, L, L, L, L, R
Robots are weak—L, L, R, L, R, R, L, L, L, R, L, L, R, L, L, L, R
More money—L, R, L, R, L, L, R, L, L, L, R, L, R, L, L

Low gravity—L, L, R, R, R, R, R, L, L, R, L, L, R
Dexter-oo—L, L, R, R, L, L, R, R, R, R, L, L, R
Slippery floor—L, L, R, R, R, L, R, R, L, L, R, R, L, L, R
Slow enemies—L, R, R, R, L, L, R, L, L, R, L, L, L, L, L

DINOTOPIA

Level Select
At the title screen, press Up, Up, Down, Down, Left, Right, A, Left, Right, B. The "Press Start" display will start glowing. If you've entered the code correctly, Press START, then select "Credits." When the credits finish, you'll be on a farm level with several ladders that will warp you to different levels as follows:
Ladders 1-3—Waterfall City
Ladders 4-6—Treetown
Ladders 8-11—Canyon City
Ladders 12-15—Underwater level
Ladder 16—Diamond Cavern

DIDNEY SPORTS: SKATEBOARDING

Secret Code
At the title screen—while the words "Press Start" are flashing—press Up, Up, Down, Down, Left, Left, Right, B. A. Now you can choose a powered-up board called "Anger Harnesses."

DONKEY KONG COUNTRY

Cheat Codes
Enter either of the following codes at the "Select a Game" menu; you'll hear Diddy say "Not bad!" to confirm:
Start with 50 lives—Hold SELECT, press B, A, R, R, A, L
Sound test menu—Hold SELECT, press B, A, L, A, Down

DOOM

Cheat Codes
At any time during the game, press START to pause, then enter any of the following cheat codes at the pause menu. Note: If you enter the codes too fast, they won't work.
Computer area map—Hold L + R, press B, A, A, A, A, A, A
Radiation shielding suit—Hold L + R, press B, A, A, A, A, A, A
God Mode—Hold L + R, press A, A, B, A, A, A, A

All weapons + refill ammo—Hold L + R, press B, A, B, A, A, A, A, A
Berzerk—Hold L + R, press B, A, B, A, A, A, A, A
Temporary invulnerability—Hold L + R, press B, A, B, A, A, A, A, A
Skip to next level—Hold L + R, press A, B, A, A, B, B, A
Skip ahead 10 levels—Hold L + R, press A, B, A, A, B, B, A

DOOM II

Cheat Codes
At any time during gameplay, press START to pause, then enter any of the following codes:
Computer area map—Hold L + R, press B, A, A, A, A, A, A
Radiation shielding suit—Hold L + R, press B, A, A, A, A, A, A

God Mode—Hold L + R, press A, A, B, A, A, A, A
All weapons + refill ammo—Hold L + R, press A, B, B, A, A, A, A, A
Berzerk—Hold L + R, press B, A, B, A, A, A, A, A
Temporary invulnerability—Hold L + R, press B, B, A, A, A, A, A

DRAGON BALL Z: THE LEGACY OF GOKU

Invincibility
During the introductory video scene that appears before the game's title screen, press Up, Down, Left, Right, B. As you'll hear a chime to confirm the code. Now Goku's health meter will not be depleted when he is attacked.

DRIVER

Unlock Everything
At the main menu, select "Top Secret Cars," then enter "2 9 8 0 1" as your password. You'll immediately view the game's credits, and afterward every car, course and mode will be unlocked.

DROME RACERS

Cheat Codes
At the main menu, press SELECT to access the "Enter Code" screen, then enter any of the following codes. Note: Some of the codes can't be disabled unless you reset the game data at the Options menu.

C U P I P P—Unlock all tracks and cups
A L L M E—Unlock all teams
B I F F I N—Max. upgrades for all cars
I I G U N S—Combines the effects of all the above codes
L O G R A Y—Low gravity
I A M C A R—Word search effects

DUAL BLADES

Extra Difficulty Level
Highlight "Difficulty" at the Options menu and press Left, Left, Left, Right, Right, Right, B. You must enter the code very quickly, especially the last three buttons; if you're too slow, you'll be sent back to the main menu when you press B. If you're fast enough, a new "Impossible" difficulty level will be unlocked.

DUKE MUDEM ADVANCE

Secret Cheats Menu
At any time during gameplay, press START to pause, then hold L and press Left, Up, A, Up, Left, A, START, SELECT. A secret menu will appear with a level select and other options.

ED, EDD N' EDDY: JAWBREAKERS

Cheat Codes
Enter each of the following codes at the title screen, while the words "PRESS START" are bouncing past. The level select option will appear under "Game Cheats" at the main menu.
Level select—Hold the L button and quickly press Left, Left, Right, Down, Up, Up, Right.
All characters have jetpacks—Hold the L button and quickly press Left, Up, Right, Down, Left, Up.
All pickups—Hold the L button and quickly press Left, Left, Down, Right, Right, Up, Left

TIPS & TRICKS Reader Art Gallery

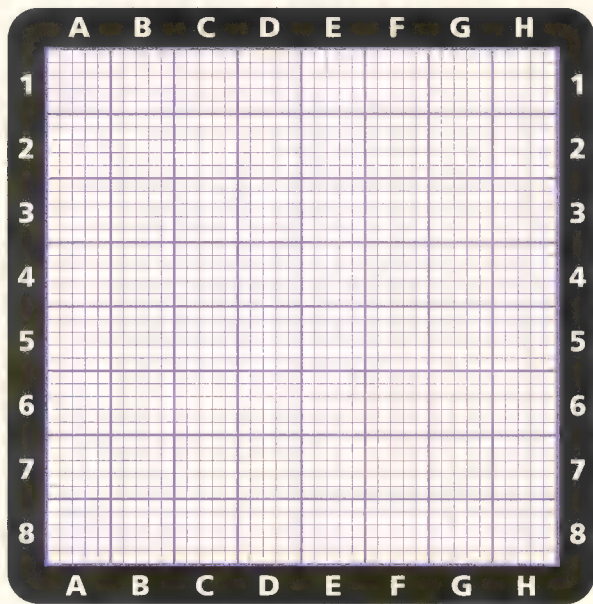




TIPS & TRICKS

Grab a pencil and get ready to unlock the secret images in our monthly feature: *Tips & Tricks Pencil Puzzles*! Every issue will include two puzzles featuring your favorite video-game characters. It's up to you to put the pieces together and figure out what the pictures are! Follow the instructions on the next page to reveal the hidden images. It's easy; you don't need math skills and you don't have to be a great artist. If you can fill in a square, you can unlock the mystery!

Pencil Puzzles



Directions



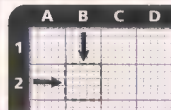
STEP 1

→ B2



Pick one of the squares and examine its coordinates.

STEP 2



Find the spot on the large grid with these coordinates.

STEP 3

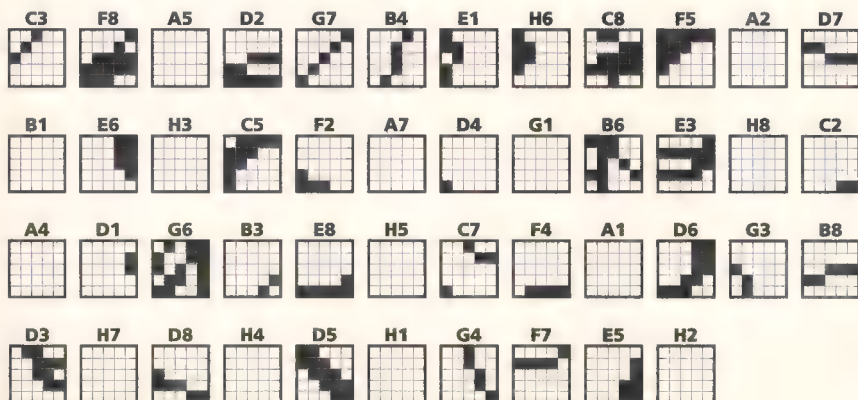
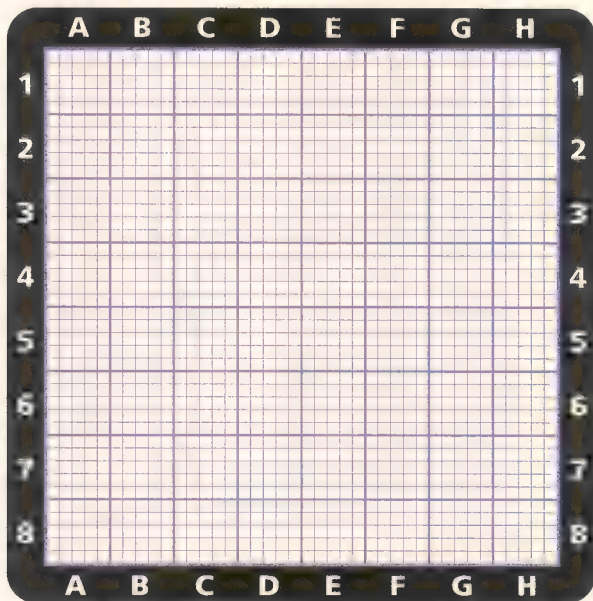
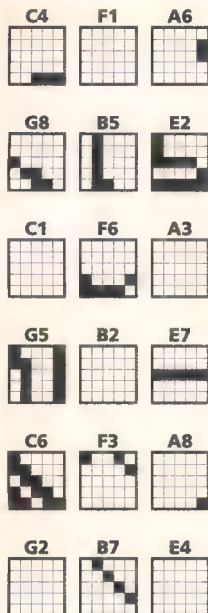


Fill in the squares on the grid the same way.

STEP 4



Repeat the process until the secret picture is revealed!



Pencil Puzzles



**Codes for use with
Action Replay V2 Game Enhancers
(or GameShark 2 Video Game
Enhancers prior to Version 3)**

PlayStation 2

Aliens Versus Predator: Extinction

0E3C7DF2-1853E59E + EE9316D2-BCDA8362—[M] Must be on
DEA1948E-8BA89A82—Enable all levels
DEA19446-C3A09273—All medals

Arc The Light: Twilight of the Spirits

0E3C7DF2-1853E59E + EE9E8FDA-BCDA0A6A—[M] Must be on
DE9828CA-C19E78B2 + DE982E8E-C19E78B2—Infinite money
CE9828D6-BCA99E6A + CE982E8A-BCA99E6A—Max. spirit stone
CE982498-BCA99E6A—Infinite airship energy

Armored Core: Silent Line

0E3C7DF2-1853E59E + EAD32C2-BCDA5F52—[M] Must be on
DEB0C3C2-C19E78B2—Infinite credits
CEAAFC36-BCA95603—Infinite energy
CEAAFC3A-BCA937BD—Infinite AP

Resident Evil: Dead Aim

0E3C7DF2-1853E59E + EE8688E-BCA99C80—[M] Must be on
DE91E4A-BCA99883—Infinite health (Bruce)
CE911E56-BCA99882—All weapons (Bruce)
CE911E6E-BCA99886—Max. Rounds: Slot 1 (Bruce)
CE911E76-BCA99886—Max. Rounds: Slot 2 (Bruce)
CE911E7E-BCA99886—Max. Rounds: Slot 3 (Bruce)
CE911E06-BCA99886—Max. Rounds: Slot 4 (Bruce)
CE911E0E-BCA99886—Max. Rounds: Slot 5 (Bruce)
CE911E16-BCA99886—Max. Rounds: Slot 6 (Bruce)
CE911E62-BCA99823—Handgun rounds: Slot 1 (Bruce)
CE911E6A-BCA99824—Shotgun rounds: Slot 2 (Bruce)
CE911E72-BCA99825—Grenade rounds: Slot 3 (Bruce)
CE911E7A-BCA99826—Magnum rounds: Slot 4 (Bruce)
CE911E02-BCA99826—Magnum rounds: Slot 5 (Bruce)
CE911E0A-BCA99827—A. Rifle rounds: Slot 6 (Bruce)
CE911EC6-BCA99883—Infinite health (Fong Ling)
CE911EC2-BCA99882—All weapons (Fong Ling)

Silent Hill 3

0E3C7DF2-1853E59E + EECDD8F6-BCB88B97E—[M] Must be on
DEA184E2-FE7198B3 + DEA184EA-FE7198B3—Infinite health
C1CDBDEE-8BA89A81—All weapons
C1CDBDEA-8BA89A82 + D1CDBDF6-8BA89A82 +
D1CDBDF2-8BA89A82—All items/bosses
C1CDBA92-BCA9C292—Infinite handgun rounds
C1CDBA9C-BCA9C292—Infinite shotgun shells
C1CDBA9E-BCA9C292—Infinite submachine gun bullets
C1CDBA98-BCA9C292—Infinite health drinks
C1CDBA9A-BCA9C292—Infinite first aid kits
C1CDBA4A-BCA9C292—Infinite ampuole(s)
C1CDBA6A-BCA9C292—Infinite beef jerky

GameCube

The Lord of the Rings: The Two Towers

QPKJ-G036-GX5MY + GHEC-1A59-TGY02—[M] Must be on
BP50-BNKO-H07N + BD3M-UBVT-EYGG—Infinite money
N2BN-34PC-9T3YN + NKRN-A5W8-MOEXR + PQ98-5HBG-75GYC—Infi-
nite health
Z6A7-30G7-B1QYR + UGT4-GAWK-5CA4E + U4NEK-VQAM-0TW48—In-
finite missiles
QF03-QTUT-JP0TP + PD7R-V6RV-Y69U3 + 7TEA-3DXH-UWXFF +
XXVD-HGVG-JGGN3 + 2YFY-MFTF-GYXOW—Unlock everything

Star Wars: The Clone Wars

ZVVA-2MYP-IRV23 + G243-XZDH-7A0V2—[M] Must be on
93C2-PWQF-UEHCB + NEXU-7WTA-EMGNO—Infinite health
4P05-PNQG-HWFOQ + QVM0-SAPY-WJBMN—Infinite ammo
XW2C-UJCK-2Q456 + DAM1-V1RW-BAN2P + 06TE-K6PX-SRG4A—All
missions unlocked (Profile 1)
QUG2-GVVG-4R2WM + ME02-28FC-8R61E + PRDX-T3MV-DZFTJ—All
bonuses complete (Profile 1)

Warrior World

BKUC-GJ05-ABPKC + G54Y-0876-E34AF—[M] Must be on
PKH2-PKV7-EDNFA + 3PY6-ZPZJ-NK3F0—Infinite cash
U0JQ-FUSF-859H4 + C55R-733X-8XHMJ—Super max. health
F072-8DBG-ZFB8G + UH5M-ENXK-ZKYUW—All keys/levels/boss stamps



**Codes for use with
GameShark 2 Video Game
Enhancers (Version 3 only)**

PlayStation 2

Reel Fishing III

F4518624-F744CE1A—[M] Must be on
Z4810FF8-B236D24F + Z49117E8-2235D374 + Z4991FFA-A614D3DD—
One feed fills a fish
Z49037E8-2685D354—Tap on glass to cure stress
Z4508128-30B4C7FD—Unlock all rods
Z4518328-30B4C76D—Unlock all files and reels
Z4518128-30B4C74D—Unlock all lures
Z4108328-3034C76D—Unlock all floats
Z4108028-3034C76D—Unlock all baits and hooks

NBA JAM

F450BE1E-36744416—[M] Must be on
Z4D193A8-2495D39D—Infinite Jam Meter (Player 1)
Z4D011E8-80D5578D—Infinite Jam Meter (Player 2)
E4859949-35E4CAFE + Z4D08768-147453BC + Z4D08568-1474532C—
Press SELECT + R1 to stop timer
E485B949-35E4DAFE + Z4D187EE-045553BD + Z4D085EE-0055532D—
Press SELECT + R2 to start timer
45501708-34F1C59C + 3942D7E1-9BABB1E0—Unlock all extras (Profile 1)

Game Boy Advance

Final Fantasy Tactics Advance

92D83B-86F3AD + 08A23E-1D9A15 + A186E8-F43D05—[M] Must be on
D76D8D-814068 + 87759D-0145E7—Infinite Clan Funds
Z70617-29D91F + ZD0181-F8B33E—Earn 50,000 GP
Z70617-29D91F + 56F8BE-E9E6E—Earn 50,000 AP
AC6D4A-C7E928—Clan level maxed
Q458A8-8CA929 + DF9815-21DF81—All Clan skills maxed
FD7A5D-511F8F + 54EB4A-7CB807 + 0F8355-49DA87 + FD7A5D-
511F8B + 54EB4A-7CB807 + 0F8355-49DA87—Win after first attack
778FC5-EAD5B2 + Z25E60-5EBAF8—Have all Mission Items
0F791-898D83 + 71FAE8-DA3F6E + 2B94A5-8ABD80 +
71FAE8-DA3F6E—Have all weapons
5CA9DA-8D2073 + 5F9B05-C95F97 + 075591-A9EDA9 +
5F9B05-495F83—Have all shields
580EA1-88888F + 87C715-311BA3 + 2F1595-88888B +
87C795-B11887—Have all helmets
7CAB1E-3F8312 + 8A0624-245888 + 54ED9A-ADE921 +
8A064A-A4589F—Have all armor
F74D95-83D188 + 87C715-311BA3 + 780C5E-FA899C +
87C795-B11887—Have all accessories
FCA91E-178A34 + DF9895-A15F97 + 2CB5DE-FF8D14 +
DF9815-215F83—Have all medicines
0F791-898D83 + 765F50-5F3F8E + 2B94A5-8ABD80 +
765F50-DF3FAA + FCA91E-178A34 + DF9895-A15F97 +
2CB5DE-FF8D14 + DF9815-215F83—Have everything
7A8874-6F5780 + 0E0354-4DD3B8 + 52CA60-3DB8A5 + 0E0354-4DD3B8 +
D2CA20-55F7E + 0E0354-4DD3B8 + D2CB80-95D2C5 + 0E0354-4DD3B8 +
8CB10A-047F3A + 0E0354-4DD3B8 + D34CA1-D16440 + 0E0354-4DD3B8 +
534CA1-B96440 + 0E0354-4DD3B8—Have all monsters + max. stats
F05CE2-962D48—Infinite HP (main character)
AC05D2-2B7697C—Infinite HP (2nd character)
FC1D92-C76D58—Infinite HP (3rd character)
A44592-D7296C—Infinite HP (4th character)
F4DD22-972D40—Infinite HP (5th character)
8884E6-844975—Infinite HP (6th character)
D89CA6-C44D51—Infinite HP (7th character)
80CA6E-D40965—Infinite HP (8th character)

WWE Road to Wrestlemania X8

9D04FA-72789C + A603CA-F6E4E8 + 2B8870-FD2668—[M] Must be on
CF98E3-805114 + 6964F8-93CAEA—ShopZone complete
A292F7-DF2241—Infinite special (Player 1)
125668-24D5E2—Maximum stamina (Player 1)
E2438F-9ACA24—Can't be pinned (Player 1)
9A013A-27D3C5—Infinite special (Player 2)
D2B135-D22566—Maximum stamina (Player 2)
FAD4D7-C33AA0—Can't be pinned (Player 2)
D2E257-D84301—Infinite special (Player 3)
5F5C02-20DA42—Maximum stamina (Player 3)
A29327-9ECB64—Can't be pinned (Player 3)
D0462A-7A3347—Infinite special (Player 4)
67628D-81AE4A—Maximum stamina (Player 4)
90075A-3FB822—Can't be pinned (Player 4)



TIPS & TRICKS



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July	'01	x \$8.00 =	March	'03	x \$8.00 =
August	'01	x \$8.00 =	April	'03	x \$8.00 =
September	'01	x \$8.00 =	May	'03	x \$8.00 =
October	'01	x \$8.00 =	June	'03	x \$8.00 =
November	'01	x \$8.00 =	July	'03	x \$8.00 =
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The Castlevania series includes some of the best 2-D action games of all time. While entering the realm of 3-D graphics with Castlevania 64 and its sequel on the Nintendo 64, Konami's Kobe development team took the game too far away from the traditional Castlevania look and feel.

Fortunately, producer Koji Igarashi (a.k.a. IGA) has finally taken the reins to create a decent 3-D Castlevania game with *Lament of Innocence*. In the pages that follow, I'll reveal all the interesting secrets of the castle, followed by a complete guide to all the castle's monsters!

Castlevania

Lament of Innocence

by
Ara
Shirinian

Skill Guide

As you progress through various areas in the castle, Leon will automatically learn different skills. Some of these are moves that are performed by themselves, while others can only be performed at the end of another combination of moves. The following table describes all the skills you can learn. The "Attack Power" column describes the amount of damage that each combo inflicts. Of course, the actual amount of damage you will deal to the enemy depends on several factors including elemental effects and whether all your hits connect or not. New combos can also be created by linking some skills in rapid succession, like following up a Fast Rising with an Extension.

Skill	Action	Attack Power
Extension	→ → →	78 (4 hits)
Draw Up	→ ↗ ↘	117 (3 hits)
Spinning Blast	Draw Up, →	234 (4 hits)
Vertical High	→ ↗ ↘ ↗	125 (4 hits)
Rising Shot	Vertical High, →	207 (5 hits)
Energy Blast	Rising Shot, ↗	281 (6 hits)
A Extension 1	→ → → in midair	57 (3 hits)
A Extension 2	→ → → → in midair	108 (5 hits)
Fast Rising	↗ (very quickly)	68 (1 hit)
Sonic Edge	Rotate left analog stick + ↗	51 (1 hit, may hit multiple times)
Falcon Claw	→ during double jump	25 (1 hit)
Perfect Guard	Guard at impact	—
Quick Step	Guard + →	—
Quick Step 2	Guard + → →	—
Step Attack	Interrupt Quick Step with any attack	—

Orb and Subweapon Combinations

In this section, I'll detail possible combinations of Subweapons and Orbs. In each table below, "Power" denotes the attack power of each hit. However, keep in mind that some attacks are weak in power because they can strike many times or may hit a number of enemies at once. Generally, the most hearts an attack costs, the more effective it is.

With Orb	Name	Heart Cost	Power	Notes
Holy Water	None	4	35	Strikes multiple times
	Red	6	35	Circular attack pattern
	Purple	8	149	Cross shaped attack; strikes only once
	Blue	4	52	Long-range napalm effect
	Green	4	59	Auto-aim projectile; small napalm effect
	Yellow	4	104	Small area of effect
	White	10	37	Hold button down for increased effect
Black	Energy Wave	8	52	Strikes multiple times
With Orb	Name	Heart Cost	Power	Notes
Crystal	None	3	17	Stationary crystal; strikes twice
	Red	4	17	Larger crystal; strikes twice
	Purple	20	104	All enemies on-screen are hit once
	Blue	8	89	Homing attack
	Green	8	16	Absorbs enemy's HP
	Yellow	15	11	Four crystals rotate around you
	White	20	29	Several vertical lasers are fired randomly
	Black	12	44	Powerful linear attack

	With Orb	Name	Heart Cost	Power	Notes
Dagger	None	Dagger	1	11	Fast attack
	Red	Triple Dagger	3	11	Strikes three times
	Purple	Magic Missile	8	23	Seven homing daggers
	Blue	Needle Claws	4	22	Strikes three times; homing effect
	Green	Force Cannon	4	104	Linear particle
	Yellow	Astral Knife	10	50	Radial array of homing daggers
	White	Spread Gun	6	149	Wide linear particle; may hit multiple times
	Black	Blade Serpent	12	40	Long-lasting homing snake
	With Orb	Name	Heart Cost	Power	Notes
Axe	None	Axe	4	59	Long-range linear attack
	Red	Spiral Axe	6	74	Long-range radial attack
	Purple	Axe Tornado	10	41	Stationary napalm effect
	Blue	Spinning Edge	5	67	Boomerang action; may strike multiple times
	Green	Hi-speed Edge	5	89	Propels you forward for a moment
	Yellow	Spirit Ripper	12	5	Long-lasting effect; three homing blades
	White	Axe Trap	10	13	Similar to Axe Tornado
	Black	Rapid Slash	8	29	Close range hi-speed combo attack
	With Orb	Name	Heart Cost	Power	Notes
Cross	None	Cross	4	2	Primarily defensive
	Red	Double Cross	6	2	Twice as effective as Cross
	Purple	Michael's Sword	10	149	Frontal attack
	Blue	Divine Cross	8	8	Primarily frontal defense
	Green	Holy Light	6	149	Linear frontal attack
	Yellow	Grand Cross	12	17	Rotational attack; hits multiple times
	White	Agnea	12	27	Hold button down for increased effect
	Black	Six Saints	15	14	Multiple homing lasers

Item Catalog

Here are all the useable or equipable items in the game. Remember, jewels will only function if you have the Jewel Crush accessory equipped.

Item	Sell Value	Function
Small Meat	90	Recovers 29 HP
Hamburger	100	Recovers 50 HP
Potion	100	Recovers 50 HP
Tomato Juice	120	Recovers 50 HP
Neapolitan	650	Recovers 75 HP
Wine	790	Recovers 80 HP
High Potion	400	Recovers 100 HP
Curry	700	Recovers 180 HP
Sushi	1,000	Recovers 180 HP
Big Meat	700	Recovers all HP
Super Potion	—	Recovers all HP
Mana Prism	250	Recovers 100 MP
Heart Repair	250	Recovers 50 hearts
Serum	50	Cures poison
Uncurse Potion	50	Cures curse
Magical Ticket	100	Return to Rinaldo's house
Memorial Ticket	400	Return to last save point
Curtain Time Bell	—	Summons the boss in Ghostly Theatre
Zircon	200	Increases your money by a random amount
Turquoise	400	Randomly changes subweapon
Opal	500	Knocks all enemies backward
Sapphire	1,000	Absorbs some HP from all enemies
Ruby	1,500	Damages all enemies
Diamond	5,000	Total recovery

Item	Sell Value	Function
Armors		
Earth Plate	500	DEF +5
Meteor Plate	1,000	DEF +10
Moonlight Plate	2,000	DEF +20
Solar Plate	4,000	DEF +30
Accessories		
Draupnir	—	ATK + 5
Coin of Happiness	2,000	LCK + 5
Qigong Belt	3,000	CON + 10
Aroma Earring	5,000	INT + 5
Member Plate	10,000	Store prices decrease by 10%
Bloody Cape	—	Earn hearts as you sustain damage
Sacrificial Doll	1,000	Restores all HP upon death; disappears after use
Jewel Crush	—	Allows you to use the power of the jewels
Perseus' Ring	2,000	Stone resistance +75%
Anti-Poison Ring	5,000	Poison resistance +75%
Cleric's Ring	10,000	Curse resistance +75%
Arctic Ring	—	Adds ice resistance
Ring of Thunder	—	Adds thunder resistance
Ring of Fire	—	Adds fire resistance
Meglingjord	—	Attack power increases as HP decreases
Magnetic Necklace	2,500	Coins are attracted to you
Assassin Necklace	7,500	Produces critical hits
Brisngamen	—	MP is depleted more slowly
Heart Brooch	—	Heart consumption is decreased
Talisman	20,000	Enemy attacks are sometimes nullified
Piyo-piyo Shoes	1,000	Makes piyo-piyo sounds
Piko-piko Hammer	5,000	Improves the sound effect of your whip
Jade Mask	499	Obtain health by walking through the candle stands

Castle Guide

Lament of Innocence is split up into several different areas, each of which can be accessed from the Castle Entrance. Once you obtain the five colored orbs, the last area will become accessible. In this section, I'll describe several points of interest for each area. In the "Item Checklists" below, only important and unique items will be listed, so small stuff like Potions and money will not appear. Also, all directions in this section will be given relative to the orientation of the game map in Fixed Mode. For example, if I say "lower-right corner of the room," the context will always be that of the map in Fixed Mode. Be aware that the orientation of the room during gameplay may be different. Also, don't forget that you can still rotate the map around even after you put it in Fixed Mode. To return to the proper orientation, just press L1 twice from that point.

Castle Entrance

Item Checklist

- 1F**
- ☐ Marker Stone 1
 - ☐ Marker Stone 2
 - ☐ Svarog Stone
 - ☐ Marker Stone 3
- B2F**
- ☐ Black Orb

it's a good idea to check the shop frequently. New items will be available for purchase. Below is a complete list of stuff you will eventually be able to buy. As you can see, there isn't too much to spend your money on. Consequently, you should always carry a large stock of Potions and tickets so you can easily get yourself out of a jam.

Item	Cost
Potion	200
High Potion	800
Serum	100
Uncurse Potion	100
Magical Ticket	200
Memorial Ticket	800
Diamond	10,000
Ruby	3,000
Sapphire	2,000
Opal	1,000

Points of Interest

• Rinaldo's Shop

As you play through the game,



Item	Cost
Turquoise	800
Zircon	400
Sacrificial Doll	2,000
White Bishop	3,000
Earth Plate	1,000
Meteor Plate	2,000
Moonlight Plate	4,000
Solar Plate	8,000
Musical Box	3,150
Jade Mask	999

Item Needed For Complete Exploration: Unlock Jewel

• Central Hub

From this central room, you'll be able to access five different areas. I recommend tackling the House of Sacred Remains first and the Dark Palace of Waterfalls last, but for the most part you can attempt these in any order. However, if you want to find the good items, you will have to go back and forth between each area anyway.



• Prison of Eternal Torture

In order to enter this chamber, you'll need to have the Unlock Jewel from the Pagoda of the Misty Moon. Inside, you'll fight the Forgotten One. This battle takes place in three phases. The first two are not too hard, but in the last one, be very careful of the beam that shoots out of his mouth. You'll sustain well over 150 HP of damage just from that, so it's very important to keep your health up at relatively high levels. The Forgotten One's only weakness is ice. This boss is the toughest enemy in the game; if you can beat this guy, even the last boss should be a piece of cake.



House of Sacred Remains

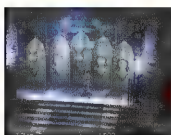
Item Checklist

- 1F**
- ☐ Map 1
 - ☐ Marker Stone 6
 - ☐ MP Max Up
 - ☐ HP Max Up
 - ☐ Black Bishop
- B1F**
- ☐ HP Max Up
 - ☐ Bloody Cape
 - ☐ White Tiger Key
 - ☐ Blue Orb

ing switches scattered here and there. The switches are not necessarily hidden; you should come across them by routine exploration. However, be aware that there are two different gates. You won't be able to open both the first time you play through this area.

• Statue Puzzle

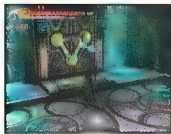
In a room on the left side of B1F, there's a set of five statues that can be struck in order to change their orientation. Two particular configurations will each unlock one of the doors in the room. What are they? Just look at the gravestones in the two previous rooms on the same floor!



Points of Interest

• Switch Gates

In this area (and also in the Garden Forgotten by Time), there are a few locked gates that you will have to open with corresponding switches.



Item Needed For Complete Exploration: Wolf's Foot, Yellow Dragon Key

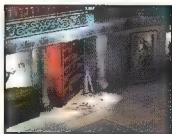
• High Ledge

On the first floor, this room has a high ledge that seems unreachable, even if you have the Wolf's Foot. When you use this relic, you won't jump any higher, but your jumps will automatically become much longer. To reach the high ledge, just use the Wolf's Foot from the adjacent ledge that is within your reach. Jump first toward the front of the ledge, then jump again toward the door. The area beyond leads to an MP Max Up, an HP Max Up, and another secret...



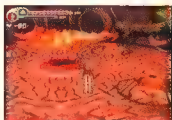
• Secret Bookcase Door

In the area beyond the high ledge, you'll reach a room that seems like a dead end. However, one of the bookcases here is actually a secret door! Just push on one side to make it turn open. Beyond that is the final switch that will open the locked gate on B1F.



Boss: Undead Parasite

Holy Water is very useful here. This boss isn't very difficult. Avoid the giant snake and just keep attacking the pods that appear out of the holes in the room.



Anti-Soul Mysteries Lab

Item Needed For Complete Exploration:

Red Phoenix Key, Wolf's Foot, Whip of Flames, Whip of Ice

Item Checklist

- 1F**
- ☐ Map 2
 - ☐ Marker Stone 4
 - ☐ Ancient Text 4
 - ☐ Yellow Dragon Key
 - ☐ White Orb
- 2F**
- ☐ Heart Max Up
 - ☐ Heart Max Up
 - ☐ HP Max Up
 - ☐ Wolf's Foot
 - ☐ Whip of Flames
 - ☐ Red Orb
- 3F**
- ☐ "e" Tablet
 - ☐ MP Max Up
 - ☐ Ancient Text 1
 - ☐ Super Potion
 - ☐ Ancient Text 3
 - ☐ Arctic Ring
 - ☐ Megingjord

Points of Interest

• Yellow Dragon Key

On the second floor, in the room with the stairs that lead to the third floor, there's a uniquely patterned tile on the floor. If you stand on this tile for a few seconds, it will automatically descend to the room below that contains the Yellow Dragon Key!

• Statue Blocking Door

On the first floor, there is a statue blocking the door in one of the rooms on the right side. To destroy this obstacle, first strike it repeatedly with the Whip of Flames until it's bright red. Then, quickly switch to the Whip of Ice and hit it a few more times to shatter it to pieces! The item on the other side of the door is the White Orb.

Special Boss: Flame Elemental

In the largest room of the second floor, there is a secret door in the lower-right corner. You'll have to use the moving platform to jump to a ledge on the right side, then whip your way up.

You won't be able to normally block all the of the Flame Elemental's attacks. He can block yours, however. Your whip is pretty effective here, because if you can inflict enough damage in one combo, you'll be able to interrupt his attack. Even if he blocks, you can just keep attacking him until he lets his guard down. Just stick to your most effective combo and keep using it repeatedly. You'll get the Whip of Flames for beating him!

• False Wall

On the third floor, there is a false wall at the end of the main hallway. Just jump into this tapestry! The Arctic Ring is in a secret room behind it.

• Crumbling Bridge

To get past this crumbling bridge on the third floor, you'll have to use the Wolf's Foot, which is found on the second floor, beyond the locked door that requires the Red Phoenix Key.

Boss: Golem

In order to fight the boss here, you must have previously obtained the "e" Tablet from the third floor. Use the item on the "meth" wall carving and get ready to battle! The Golem has no special weaknesses, and after you kill him the first time, he'll come back to life in a second form.

Garden Forgotten By Time

Item Needed For Complete Exploration:

Blue Dragon Key, Wolf's Foot

Item Checklist

- 1F**
- ☐ Map 4
 - ☐ HP Max Up
 - ☐ Heart Max Up
 - ☐ Jewel Crush
 - ☐ Marker Stone 5
 - ☐ Ring of Fire
 - ☐ Ring of Thunder
 - ☐ Red Phoenix Key
 - ☐ Saisei Incense
 - ☐ Tool Bag
 - ☐ Purple Orb
- 2F**
- ☐ Whip of Lightning

Points of Interest

• Secret Ledge

In the room with the Man-Eating Plant, there's a high ledge leading to a door that can't normally be reached. How do you get there? Just climb up onto the plant before you kill it. From there, you'll

have enough height to just barely make it. Beyond the door, you'll find Jewel Crush and a switch.

• Hidden Door

In the upper-right area of the first floor, there's an empty room with several statues. If you destroy the statues just by repeatedly attacking them, you'll discover a hidden door!

• Red Phoenix Key

This item is located in a room on the far right side of the first floor. It's beyond one of the gates that are unlocked by three statue switches found around the first floor.

• Platform Switch

In this room in the rightmost section of the first floor, there is a switch behind each of the two statues. Just strike both switches in succession and a hidden platform will appear, allowing you to enter the next room. The route onward from here leads to the secret boss on the second floor.

Special Boss:

Thunder Elemental

This guy's behavior is pretty similar to the other Elementals, but his attacks are a little different. He's especially weak against the Knife or Axe subweapons. This room is pretty far from the save point, so stock up on Potions!

Boss: Medusa

Medusa is in the room just beyond the previously-explained hidden door. Her eye beam attack will turn you to stone, but if you can quickly shake out of it, you'll still have enough time to block her follow-up. She is especially vulnerable to the Axe sub-weapon.

Ghostly Theatre

Item Needed For Complete Exploration:
White Tiger Key

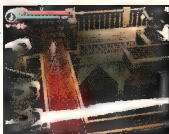
Item Checklist

- | | |
|----|--|
| 1F | <input type="checkbox"/> Map 5 |
| | <input type="checkbox"/> Marker Stone 7 |
| | <input type="checkbox"/> Heart Repair |
| | <input type="checkbox"/> Ancient Text 2 |
| | <input type="checkbox"/> Heart Max Up |
| | <input type="checkbox"/> HP Max Up |
| 2F | <input type="checkbox"/> Aroma Earring |
| | <input type="checkbox"/> Heart Brooch |
| | <input type="checkbox"/> Yellow Orb |
| | <input type="checkbox"/> Curtain Time Bell |
| | <input type="checkbox"/> Brisngamen |
| | <input type="checkbox"/> HP Max Up |
| | <input type="checkbox"/> MP Max Up |
| | <input type="checkbox"/> Lucifer's Sword |
| | <input type="checkbox"/> Black Turtle Key |

Points of Interest

• Skull Pillars

In a few different rooms in this area, you'll find these skull pillars with white streams shooting out of them. The stream will knock you off the platforms. To turn one off, just face it! You can also move while facing in the same direction by holding R1.



• Destroying Statues

In a few rooms, you'll see a bunch of statues while these rocks mysteriously fall from the ceiling at you! It probably won't take you much time to figure out that in order to unlock the doors, you'll have to lure the falling rocks to smash all of the statues. However, in one room on the first floor, there are both red and blue statues. If you destroy all the blue statues before the red ones, a special door will be unlocked. Beyond it, you'll find a Heart Max Up and a door that leads to Lucifer's Sword.



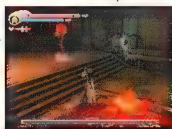
• Room of Spikes

In this room full of spikes in the second floor, there's a secret item hidden high up. Look for a pole on the right side of the room that leads to an MP Max Up. A similar secret route in the other room of this type on the first floor leads to another HP Max Up.



• Boss: Succubus

When you enter this boss' room, use the Curtain Time Bell repeatedly in order to make the Succubus appear. She is very weak against the Whip of Flames or the Dagger.



• Dark Room

In this room, a dim light will guide you through from one door to the other. Don't worry if you fall into the pit; you'll just start over from the entrance without losing anything. There is also a secret set of ledges that lead to another door. It's quite difficult to see, because the light will not illuminate those ledges very well. If you look carefully (and maybe turn up the brightness on your TV), you'll be able to spot it.



Dark Palace of Waterfalls

Item Needed For Complete Exploration:
Whip of Flames, Black Turtle Key

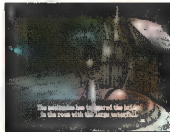
Item Checklist

- | | |
|-----|--|
| B1F | <input type="checkbox"/> HP Max Up |
| | <input type="checkbox"/> Heart Max Up |
| | <input type="checkbox"/> Map 3 |
| | <input type="checkbox"/> Marker Stone 8 |
| | <input type="checkbox"/> Super Potion |
| | <input type="checkbox"/> Whip of Ice |
| B2F | <input type="checkbox"/> Green Orb |
| | <input type="checkbox"/> HP Max Up |
| | <input type="checkbox"/> Little Hammer |
| | <input type="checkbox"/> Draupnir |
| | <input type="checkbox"/> Blue Dragon Key |

Points of Interest

• Water Control System

In this area, several doorways are blocked by the flow of water. Whenever you enter a room like this one, strike the lever repeatedly. The switch will block another route as it opens one, so it may seem



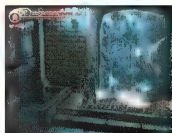
like you're permanently blocking certain sections of the area off. You don't have to worry, however. Upon further exploration, eventually you will regain access to the route that you blocked.



you'll obtain the Whip of Ice, which can be used in conjunction with the Whip of Flames to destroy an obstacle in the Anti-Soul Mysteries Lab.

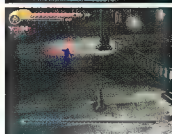
• Ice Door

The ice on this door on B2F can only be removed if you continuously attack it with the Whip of Flames.



• Doppelganger

Unexpectedly, on B2F you'll have to fight this enemy who is a replica of Leon. He's got no special tolerances or weaknesses, so just attack him with your whip!



• Torch Puzzle

Here is a simple torch puzzle that will also appear in a more complex form later on in the game. The object here is to simply whip and light up each of the pedestals before time runs out. However, even after they are all lit, the timer will continue to count down. You'll also have to get to the door that is linked to this puzzle before the timer reaches zero.



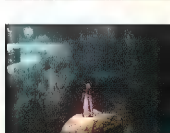
• Boss: Joachim

At first, you won't be able to hurt Joachim directly. Look for the blue lights on the walls and attack those instead. After you destroy three of those, you'll then be able to attack Joachim. The Whip of Ice, Cross and Holy Water are the preferred weapons here.



• Dead End Hallway

On B1F, there is a hallway that dead-ends in a wall with a door outlined in it. To open it up, just lure the nearby Heavy Armor and get it to throw its giant ball and chain into the rock!



• Cavern

Beyond the dead end hallway, you'll find a large, cavernous room. The other doors are in very high locations in the room. One leads to an HP Max Up and the far door leads to an Elemental boss. To access the latter door, you'll have to use the pillar in the center of the room that seems too high. To reach it, you'll have to jump toward the camera from the door on the south side of the room. It's a blind jump, but if you look carefully you should be able to chart your path despite the uncooperative camera.



Special Boss: Frost Elemental

This guy behaves in a similar way to the other Elementals. After beating him,

Item Checklist

- 1F**
- ☐ HP Max Up
 - ☐ Heart Max Up
 - ☐ MP Max Up
 - ☐ Super Potion
- 2F**
- ☐ "VI" Tablet
 - ☐ HP Max Up
 - ☐ Unlock Jewel
 - ☐ Dragon Crest

Points of Interest

• Doppelganger, 2nd Encounter

After entering the fifth room, another unexpected



battle with the Doppelganger will ensue. This time, he'll have more HP and his attack pattern is different. As before, your standard attacks will probably be most useful here.

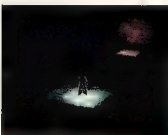
• Tablet Puzzle

To open the door in the right tower on the second floor, you'll need to bring the "VI" Tablet to this room. After you insert it into the device and hit the switch, the "VI" will become an "IV." If you insert that into the device that's in the same room where you found the item, the locked gate leading to the Dragon Crest will open.



• Another Dark Room

Here's another pitch black room similar to the one that you previously encountered. The hidden route in this room leads to the Unlock Jewel.



• Walter

To enter Walter's room, you'll first have to obtain the Dragon Crest. He isn't a very difficult boss, but this is just a prelude to the real final boss. Holy Water and the Cross are the most effective sub-weapons to use here. Save your very best healing items for the next battle, as you will have to fight both Walter and Death without any break.



• Death

This is it! The last boss in the game. Death has a special counterattack maneuver that he unleashes whenever you try to use a subweapon on him, so it's best to stick with your whip for attacks. Most of his other attacks can be dodged pretty easily with the Quick Step skill.



• End-Game Secrets

After you complete the game, the Music Box and Jade Mask will appear at Rinaldo's shop. Plus, you'll be able to enter two secret names when you start a new game:



Name	Effect
@ JOACHIM	Play as Joachim
@ CRAZY	Play on "Crazy" difficulty

In addition, the central hub at the Castle Entrance will feature a new panel that will warp you to Boss Rush Mode!

Monster Encyclopedia

No.	Name	HP	Drop Item 1	Drop Item 2	Tolerance	Weakness
1	Golden Knight	60	—	—	—	—
2	Bat	1	—	—	—	Fire, Dagger, Axe
3	Zombie	50	—	—	—	Fire, Holy Water, Cross
4	Skeleton	56	Potion	—	Dagger	Fire, Holy Water, Cross
5	Axe Armor	160	Zircon	—	Dagger	Lightning, Axe
6	Evil Sword	34	1,000 Gold	2,000 Gold	Dagger	Crystal
7	Vassago	66	—	—	Dagger, Axe	Holy Water, Cross
8	Peeping Eye	50	—	—	—	Ice
9	Mad Diver	120	Heart Repair	—	—	Fire, Holy Water, Cross
10	Spirit	30	—	—	Dagger, Axe	Holy Water, Cross
11	Skeleton Swordman	80	Potion	—	Dagger	Fire, Holy Water, Cross
12	Hellhound	80	—	—	—	Ice, Dagger, Axe
13	Ghost Soldier	50	—	—	Dagger	Fire, Holy Water, Cross
14	Flame Zombie	50	—	—	Fire	Ice, Holy Water, Cross
15	Flame Sword	80	—	—	Fire, Dagger	Ice, Crystal
16	Flame Demon	200	Mana Prism	—	Fire	Ice, Holy Water, Cross
17	Red Skeleton	50	—	—	Dagger	Fire, Holy Water, Cross
18	Shadow Wolf	100	—	—	—	Ice, Dagger, Axe
19	Astral Fighter	80	Potion	—	Dagger	Fire, Holy Water, Cross
20	Ghost Knight	50	—	—	Dagger	Fire, Holy Water, Cross
21	Skeleton Archer	30	Potion	1,000 Gold	Dagger	Fire, Holy Water, Cross
22	Flea Man	10	Heart Repair	Tomato Juice	—	Dagger, Axe
23	Ghost Warrior	50	—	—	Dagger	Fire, Holy Water, Cross
24	Gargoyle	84	Heart Repair	Perseus' Ring	Lightning, Dagger	Holy Water, Crystal
25	Lizard Man	160	—	Big Meat	Cross	Lightning, Dagger, Axe
26	Rune Spirit	20	—	—	Dagger, Axe	Holy Water, Cross
27	Astral Knight	80	Potion	—	Dagger	Fire, Holy Water, Cross
28	Armor Knight	180	Ruby	3,000 Gold	Dagger	Lightning, Axe

No.	Name	HP	Drop Item 1	Drop Item 2	Tolerance	Weakness
29	Skeleton Knight	100	Potion	—	Dagger	Fire, Holy Water, Cross
30	Poison Zombie	50	Serum	—	—	Fire, Holy Water, Cross
31	Mist	60	—	—	Dagger, Axe	Fire, Holy Water, Crystal, Cross
32	Man-Eating Plant	200	Hamburger	—	—	Fire, Dagger, Axe
33	Buckbaird	66	—	—	Lightning	—
34	Skeleton Soldier	56	Potion	—	Dagger	Fire, Holy Water, Cross
35	Poison Lizard	140	Serum	Anti-Poison Ring	Cross	Lightning, Dagger, Axe
36	Wolf Skeleton	80	—	—	Dagger	Fire, Holy Water, Cross
37	Astral Warrior	80	Potion	—	Dagger	Fire, Holy Water, Cross
38	Fish Man	84	Small Meat	Sushi	Fire, Ice	Lightning, Dagger, Axe
39	Frost Sword	80	—	—	Ice, Dagger	Fire, Crystal
40	Frost Demon	200	Mana Prism	—	Ice	Fire, Holy Water, Cross
41	Frost Zombie	50	—	—	Ice	Fire, Holy Water, Cross
42	Merman	120	Small Meat	Sushi	Fire, Ice	Lightning, Dagger, Axe
43	Ghost	66	—	—	Dagger, Axe	Holy Water, Cross
44	Skeleton Flower	150	Serum	—	—	Fire, Holy Water, Cross
45	Heavy Armor	200	Sapphire	Qigong Belt	Dagger	Lightning, Axe
46	Skeleton Warrior	90	Potion	Magnetic Necklace	Dagger	Fire, Holy Water, Cross
47	Thunder Sword	80	—	—	Lightning	Dagger, Axe, Crystal
48	Thunder Demon	200	Mana Prism	—	Lightning	Dagger, Axe, Holy Water, Cross
49	Storm Skeleton	60	—	—	Dagger	Fire, Holy Water, Cross
50	Cyclops	400	Turquoise	Piko-Piko Hammer	—	Dagger, Axe
51	Chaos Sword	150	—	—	Dagger	Crystal
52	Skeleton Hunter	60	Potion	3,000 Gold	Dagger	Fire, Holy Water, Cross
53	Executioner	350	Uncurse Potion	Cleric's Ring	—	Fire, Holy Water, Cross
54	Hanged Man	180	—	Coin of Happiness	—	Fire, Holy Water, Cross
55	Red Ogre	400	—	Curry	—	Fire, Dagger, Axe
56	Spartacus	250	High Potion	Member Plate	Dagger	Fire, Holy Water, Cross
57	Lesser Demon	200	Heart Repair	Aroma Earring	—	Holy Water, Cross
58	Evil Stabber	200	—	Assassin Necklace	—	Holy Water, Cross
59	Death Reaper	100	Heart Repair	Piyo-Piyo Shoes	—	Crystal
60	Mirage Skeleton	500	—	Invincible Jar	Dagger	Fire, Holy Water, Cross
61	Gaap	180	Memorial Ticket	—	Crystal	Fire, Holy Water, Cross
62	Lizard Knight	300	—	Talisman	Cross	Lightning, Dagger, Axe
63	Axe Knight	250	Opal	Wine	Fire, Ice, Dagger	Lightning, Axe
64	Phantom	400	High Potion	Crystal Skull	Dagger	Fire, Holy Water, Cross
65	Dullahan	250	Magical Ticket	Wine	Fire, Ice, Dagger	Lightning, Axe
66	Soulless (1)	30	—	—	—	Fire, Holy Water, Cross
67	Soulless (2)	30	—	—	—	Fire, Holy Water, Cross
68	Maggot	45	—	—	—	Fire, Holy Water
69	Flame Elemental	1,500	—	—	Fire	Ice
70	Frost Elemental	1,500	—	—	Ice, Holy Water, Crystal, Cross	Fire
71	Thunder Elemental	1,500	—	—	Lightning	Dagger, Axe
72	Doppelganger (1)	1,000	—	—	—	—
73	Doppelganger (2)	1,500	—	—	—	—
74	Undead Parasite	1,200	—	—	—	Holy Water, Cross
75	Golem	1,500	—	—	Lightning, Dagger	—
76	Succubus	1,000	—	—	—	Fire, Dagger
77	Medusa	2,000	—	—	—	Axe
78	Joachim	1,500	—	—	Dagger, Axe, Crystal	Ice, Holy Water, Cross
79	Forgotten One	4,800	—	—	Fire, Lightning, Cross	Ice
80	Walter	1,500	—	—	Dagger, Axe	Holy Water, Cross
81	Death	4,444	—	—	—	—

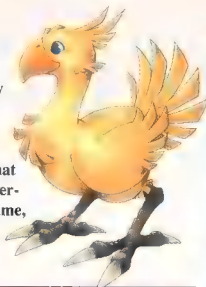
FINAL FANTASY

WORLD

Vol.
4

by Charlotte Chen

If you've ever stayed up all night—even though you had an exam to study for, a 50-page term paper to write, a starving goldfish with one fin in the sky and a hundred sundry other responsibilities (like eating or bathing) that you shirked—because you were mesmerized by the glory of a *Final Fantasy* game, this new monthly column is for you!



Final Fantasy World

FINAL FANTASY XI MEDIA TOUR (Part II)

On October 9 and 10, Square Enix took us on another virtual tour before the beta-testing phase of *Final Fantasy XI* shut down completely. We logged on using the same characters we used on our last tour, but this time they were bumped up to Level 40. We visited completely different parts of Vana'diel, took a look at the local wildlife, killed it, then went on a special quest to attack a bunch of evil onion men.

Kazhan

This was the first stop on the tour. The desert city of Kazhan is an offshoot of Windurst, one of three major metropolises in the game. Windurst is known for its natural beauty and the magic infusing the land. In order to get to Kazhan, you normally need the Elshimo pass in addition to the normal airship pass. However, we were following a tour guide, who just warped us everywhere we were going instantly. In Kazhan we rode Chocobos again and fought some of the enemies in the fields.



Norg

Next stop was the pirate village of Norg. As soon as we were warped here, a 20-minute-



long cinematic scene started. Unfortunately, as I was halfway through the movie, the power in my entire office

building went out, which instantly disconnected me from the game. Logging back in started the movie again! Luckily, the tour guide was understanding about it.

Korroloka Tunnel

There were some minor scuffles inside the Korroloka Tunnel, which was used by the Galkans when Vana'diel was at war.



Desert



Finally, we headed out into the desert, where we fought a Desert Dhalmei (basically a huge giraffe), a powerful Cactuar-

that day. Several of us died, although there was no full-party wipeout like in my last tour when we were fighting a Dread Dragon.

Burning Circle—Domovoi

The last stop on the tour was an epic battle against a horde of onion men, or Domovoi, who resemble the Mandragoras from less dangerous locations. Right before the battle, one of our party members (I forget which one, I think it was a Mithra...isn't that just like a cat?) had to leave, paring us down to only five party members. The tour guide explained to us that these battles are special ones that become available once you acquire 40 beastmen seals, which you can trade with an NPC to get orbs used to enter the battlefields. The Domovoi were divided into one leader, who was black, and several followers, who were white. The leader was the most powerful, so we concentrated all our attacks on it before engaging his less challenging henchvegetables. When we were victorious, our tour guide informed us that we were only the second tour group to ever successfully defeat these enemies, and the first one had six party members. Check out the photo of our sweet victory!



FINAL FANTASY VII: ADVENT CHILDREN

Cloud is back! However, before you start hyperventilating with ecstatic glee, know this: It's not a new video game. Square Enix refers to it as "high-end CG visual product." It's a new movie being released on DVD in Japan during the Summer of 2004, with a

U.S. release following not long after. If you're a true *Final Fantasy* freak, you'll recognize these revamped shots from *Final Fantasy VII* of Aeris' flower garden and the image of Sephiroth standing in flames. The story takes place two years after the end of *Final Fantasy VII*. A mysterious infectious disease is rapidly spreading through the population, and with the world at risk again, Cloud emerges from his self-imposed isolation to confront this new challenge.

Rumor has it that the original PS one *Final Fantasy VII* game is going to be released on the PlayStation 2, and that *Final Fantasy: Advent Children* may be included with the package. Keep your fingers crossed!



FINAL FANTASY Flashback

Last month, we showed a secret from *Final Fantasy II* (SNES) and said it differed slightly from the PlayStation version of the same game. However, we forgot to print information on the PlayStation version because, um, rabid Chocobos ate our magazines! Yeah, that's what happened. With apologies, here is the information on the secret from *Final Fantasy IV* from the *Final Fantasy Chronicles* disc.

Final Fantasy IV (PlayStation)

The *Final Fantasy* Chronicles version of *Final Fantasy IV* differs from the Super NES game in many ways. In addition to new cutscenes and CGI, the Castle of the Dwarves has a new rallying cry, "Rally-hoi!" (In the Super Nintendo version, they used to say, "Laili-hoi!") Also, if you enter the secret pub on the second floor of the castle as described last issue, it's called the Rally-ho Pub, and there's a secret passage in the bottom right wall which leads to a section of the castle where you can speak to the developers. *Final Fantasy* director Hironobu Sakaguchi himself is roaming around the halls in the form of a chocobo! There are some "hidden" developers who show up in the form of random attacks as you're walking around. Instead of attacking you, they'll ask you to listen to their violin playing or scan themselves to reveal their weakness for "girls with glasses!" Look out for Takahashi, though—if you see him, you'd better run! Be sure to check the bookcase in the resting area to find some interesting reading material.



TIPS & TRICKS

Tournament Report

Vol. 45

by Jason Wilson

Sponsored by



Camelot Golf and Tournaments

With the closing of the famed Southern Hills Golf and in Stanton, California, Camelot Golf and in nearby Anaheim is trying to take over as the premiere tournament spot in the Southern California area! On Thursday, October 2nd, nearly 40 players from all over Southern California and Nevada attempted to win cash prizes in tournaments for *Capcom vs. SNK 2*, *Gulity Gear XX* and *Super Street Fighter II Turbo*. Alex Valle placed a dismal seventh place in *Capcom vs. SNK 2*, but more than made up for it by taking the *Super Street Fighter II Turbo* crown over Mike Watson. George "P-Daddy" Posadas keeps showing why he is the top CvS2 player in the area, easily handling Alex Salguero in the final. Salguero defeated David Tu in the *Gulity Gear XX* final, with heavily-favored Hey Shaheed left as a spectator after finishing third. Thanks to Joey Cuellar for the pictures!



Super Street Fighter II Turbo Results

- 1st Place—Alex "Retired" Valle
2nd Place—Mike "Old Man" Watson
3rd Place—Peter "Crouching Fiercer" Rosas
4th Place—Gavin "No Doubt" Anthony

Capcom vs. SNK 2 Results

- 1st Place—George "P-Daddy" Posadas
2nd Place—Alex "I don't Roll Cannon" Salguero
3rd Place—Peter "Too Good" Rosas
4th Place—Hung "I thought this was 3rd Strike" Han

Gulity Gear XX Results

- 1st Place—Alex "I can play anything" Salguero
2nd Place—David "How did I get this far?" Tu
3rd Place—Romeo "Endless Chains" Shaheed
4th Place—Peter "Where MWC2" Avila

North American Top 5 Player Rankings

Rankings based on previous tournament performances, compiled by *TIPS & TRICKS* Magazine. Note: You must be actively participating in tournaments to be considered a "ranked" player.



1. John Choi (Golfland USA, Sunnyvale, CA)
2. Justin Wong (Chinatown Fair, New York, NY)
3. George Posadas (Shatto 39 Lanes, Los Angeles, CA)
4. Arturo Sanchez (Chinatown Fair, New York, NY)
5. Ricky Ortiz (Golfland USA, Sunnyvale, CA)



1. Ricky Ortiz (Golfland USA, Sunnyvale, CA)
2. Hsien Chang (Einstein's Arcade, Austin, TX)
3. Mark "Mopreme" Rogoyksi (Einstein's Arcade, Austin, TX)
4. John "Flash" Gordon (Chinatown Fair, New York, NY)
5. John Choi (Golfland USA, Sunnyvale, CA)



1. Justin Wong (Chinatown Fair, New York, NY)
2. Rodolfo "Rowtron" Castro (University of Washington, Seattle, WA)
3. Ricky Ortiz (Golfland USA, Sunnyvale, CA)
4. Jason Kuan (University of Washington, Seattle, WA)
5. Josh Wigfall (Chinatown Fair, New York, NY)

This monthly column features coverage of major arcade and home video-game tournaments happening all across North America! On these pages you can see photos of the greatest players, check our calendar for dates, locations and tournament events in your area and even get tips on how to run your own video-game tournament. Support your local arcade and get your tournament in *TIPS & TRICKS* Magazine! To contact us about a tournament in your area that you'd like us to cover, send us a fax at (323) 651-3042, or write to us at least two months in advance at *TIPS & TRICKS Tournament Report*, c/o Jason Wilson, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211.

TOURNAMENT CALENDAR

EA Sports Madden Challenge

www.maddenchallenge.com

Winners in head-to-head tournaments on Madden NFL 2004 for the PlayStation 2 will get a chance to compete for \$50,000 in Las Vegas and be crowned the World's Greatest Playmaker. The first 500 players to register online for each of the following locations will get to participate, but last-minute spots may open at each event in the case of no-shows:

- 11/21-11/22—The Pavilion at Arrowhead, Kansas City, MO
- 11/23—Denver Pavilions, Denver, CO
- 11/29—Arizona Center, Phoenix, AZ
- 11/30—Fashion Show, Las Vegas, NV
- 12/6—Mission Valley, San Diego, CA
- 12/7—Third Street Promenade, Los Angeles, CA
- 12/12-12/13—Seahawks Stadium, Seattle, WA
- 12/14—Joey Bell Park, San Francisco, CA

Capcom vs. SNK 2, *Marvel vs. Capcom 2*, *Gulity Gear XX*, *Super Street Fighter II Turbo* Weekly Tournaments
Contact: Camelot Golf and 3200 Carpenter Ave. Anaheim, CA 92806 (714) 630-3343

Weekly Capcom Tournaments (Various)
Contact: Amar Patel
Capcom's Nickel City 559 Waukegan Road Northbrook, IL 60062 (847) 559-8727

Marvel vs. Capcom 2, *Tekken 4*, *Capcom vs. SNK 2* Bi-Weekly Tournaments
Contact: Fight on the Break 340-346 North Ave. Dunellen, NJ 08812 (732) 752-8880
www.thebreak.net

Marvel vs. Capcom 2 Monthly Tournaments
Contact: George Alfonso All Amusement Fun Center 201 E Magnolia Blvd. # 128 Burbank, CA 91502 (818) 557-6558
www.allamusement.com

Marvel vs. Capcom 2, *Capcom vs. SNK 2*, *Tekken 4* Monthly Tournaments
Contact: University Pinball 4006 Spruce St. Philadelphia, PA 19104 (215) 387-3923
www.universitypinball.com

Marvel vs. Capcom 2, *Capcom vs. SNK 2* Monthly Tournaments
Contact: Hawaiian Brian's 1680 Kapiolani Pl. Honolulu, HI 96814 (808) 946-1343
www.hawaiianbrians.com

San Francisco Rush 2049 Weekly Tournaments
Contact: Brian D. Greer Longhorn Saloon & Restaurant 10011 Bridgeport Way, S.W. Tacoma, WA 98499 (253) 581-2580

RECURRING TOURNAMENTS

Capcom vs. SNK 2 Bi-Weekly Tournaments
Contact: GolfLand USA 855 E. El Camino Real Sunnyvale, CA 94087 (408) 245-1322
www.golfland.com

Capcom vs. SNK, *Capcom vs. SNK 2*, *Marvel vs. Capcom 2*, *The Grid* Weekly Tournaments
Contact: Flipper's Amusement Center 8364 Mills Dr. Miami, FL 33183 (305) 273-0381

Street Fighter III: 3rd Strike, *SVC Chaos: SNK vs. Capcom* Monthly Tournaments
Contact: Game Zone X 14447 Roscoe Blvd. Panorama City, CA 91402 (818) 894-0303

Greetings, sports fans, and welcome to the **TIPS & TRICKS** sports section! In this monthly column, we'll be bringing you all of the freshest dirt on your favorite sports video games. We'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

TIPS & TRICKS

SPORTS DESK

by
Jason
Wilson

Vol.
38

Top Spin

In Microsoft's new tennis sim, players can assume the role of 16 different tennis superstars including Martina Hingis, Pete Sampras and Anna Kournikova. You can also create your own character and train with a coach in Career Mode, earning enhanced status, sponsorships and cash which can be used to buy new clothes and equipment. As a part of the XSN Sports brand, *Top Spin* is the first console tennis game with online capabilities through the Xbox Live service. If you're going to organize your own tournaments and be the best in the world, however, you're going to need some pointers on how to pummel your opponents, both online and offline:

- The key to *Top Spin* is knowing when to effectively use your Risk Shot. It's easier to use it on serves than to try to pull it off during extended volleys, especially when you take online latency into consideration.
- Holding **A** button down before the ball is volleyed back to your opponent will increase the power of your return. What makes this technique so useful is the fact that you do not need to be precise with your shots. Holding the button

in the general area and moving the Left Thumbstick left or right (to control the positioning of the volley) is all you need to do to navigate the court like a pro. This practically eliminates any type of button "lag" that would happen if you were playing an online match, where precision is normally a necessity.

- To set up volleys that your opponent will not be able to react to, use well-placed Top Spin and Slice shots on the opposite baseline.
- In Career Mode, building up your tennis superstar comes down to your ability to win tournaments consistently and being able to break your opponent's serve. Once you have chosen a sponsor, complete your "Skills" challenges as quickly as possible. Technical mastery of skills early on will help you become a superstar almost immediately!



Links 2004

EA Sports' *Tiger Woods PGA Tour 2004* may be the reigning champion of golf simulations, but Microsoft's *Links 2004* is a strong contender for the throne. Combining the XSN Sports franchise name with superb online play, this is only the second online golf game for any console system (and the first on the Xbox). Top golfers including Annika

Sorenstam and Sergio Garcia are playable from the start. You can build your career from scratch, moving your way up the ranks to win tournaments, earn prestige and accumulate cash...but before you can become the next Jack Nicklaus, you'll need to learn how to drive, slice, hook and putt properly. *Links 2004* is unforgiving if you are not nearly exact with your judgment and correlation of yardage to the specific club you choose, whereas



games in the *Hot Shots Golf* and *Mario Golf* series are slightly more accommodating. Fortunately, in Beginner mode, the Power meter that's displayed at the bottom of the screen has a recommended power line for each shot. If you need to hook or slice the ball, move the Right Thumbstick to activate the Spin Control Gizmo, which controls the level of curve and spin you want to achieve with each shot. The wind is extremely imprecise. Even

if it's blowing 2 MPH in one direction, it is more than likely going to curve your ball a lot more than you'd expect, so adjust your aim accordingly. When putting, if you are not within a 1/4 bar before or behind the recommended power line, you will overshoot or fall short of the cup. Use the X button to read the terrain and putting surface, keeping an eye out for obscure bumps that may affect the ball's path.



NBA Live 2004 Secret Characters

Here's how to unlock several rookies (and a soundtrack artist) in the PlayStation 2, GameCube and Xbox versions of *NBA Live 2004*:

Select "Team Management" from the Main Menu, enter the Roster Management mode and select "Create Player." Enter any of the following cheat codes in the "Last Name" field; a confirmation message will appear if you've done it correctly. The unlocked character can then be found in the Free Agent pool for you to sign to any team. Note that all of the codes are in lowercase letters except the first.



S O S O D E F—Jermaine Dupri
o e i s n d l a—Kyle Korver
q w p o a s z x—Pacellis Morlende
p o i o i j i s—Szymon Szewczyk
x c f w q a s e—Tommy Smith
p o i l k j m n—Rick Rickett
w h s u c p o i—Aleksander Pavlovic
n b v k s m c n—James Lang
b b v d k c v m—Matt Bonner
z x c c v d r i—Sani Bedrovic
i o u b f d c j—Sofoklis Schortsanitis
w m z k c o i—Xue Yuyang
s k e n x i d o—Malick Badiane
p o c k d l e k—Andreas Glyniadakis
z x d s d r k e—Nedžad Simanovic
i t n v c j s d—Remon Van de Hare
p o s n e g h x—Mario Austin
s d f g u r k i—Carlos Delfino

COLLECTOR'S CLOSET

by Joe Santulli

Are you a video-game pack-rat? Do you own more video games than you could possibly beat in a whole year, even if you played non-stop? Would you go without food to save up the money to buy a rare TurboGrafx-16 game, an obscure Atari 2600 controller, a limited-edition Game Boy Pocket or a leather *Killer Instinct* jacket? If so, this monthly collectors' column is for you!

Vol. 27

COLLECTING 32X



In 1994, Sega gave the gaming public the 32X, a high-powered, 32-bit add-on for the Sega Genesis. "Welcome to the Next Level" was Sega's slogan at that time, but the 32X never quite achieved that next level itself and ended up mired in a glut of Sega products (including the Genesis, Game Gear, Sega CD and Saturn). An anomaly in a number of ways, there are often debates as to whether the 32X is a console or a peripheral—and whether the 32X can be considered a true 32-bit system—but these are irrelevant details to the 32X collector. What is relevant is that there are 39 titles in all, three of which are imports. That makes the system easy to track and subsequently easy to collect for.

Most of the 36 U.S. releases are fairly easy to find and within most collectors' budgets. On the rarity scale of 1 through 10, only four titles are higher than a 4, and only two of them should cost you any more than \$20 "complete" (with box and instructions). The hardest part of assembling this collection is finding the games in boxes of decent condition. The flimsy cardboard hasn't held up well and needs to be taken care of.

For the completist, the tricky parts of finishing your collection are the imports, which include one of the true holy grails of gaming, *Daxide*. The only 32X title to use texture-mapped polygons, *Daxide* was only released in the United Kingdom (where the system was known as the Mega Drive 32X) and it's a true PAL game; that is, it must be played on U.K. hardware (including a PAL-compatible TV). If you focus solely on the U.S. releases, your toughest challenge will be tracking down *Spider-Man: Web of Fire*, which was supposedly produced in limited quantities—one rumor suggests that as few as 1,500 copies were manufactured. Keep your eyes open and it will turn up, though; it's not in that "grail" category just yet.

THE RARE 32X GAMES



Blackthorne (Interplay)
Rarity: 4
Approximate Value: \$15



Daxide (Sega) U.K. only
Rarity: 8
Approximate Value: \$350



FIFA Soccer '96
(Electronic Arts) U.K. only
Rarity: 5
Approximate Value: \$40



Gekijoban Sangokushi IV
(Koei) Japan only (a.k.a. Romance of the Three Kingdoms IV)
Rarity: 7
Approximate Value: \$50



Kolibri (Sega)
Rarity: 4
Approximate Value: \$10



Spider-Man: Web of Fire (Sega)
Rarity: 7
Approximate Value: \$80



T-Mek (Time Warner)
Rarity: 5
Approximate Value: \$30



World Series Baseball
Starring Deion Sanders (Sega)
Rarity: 5
Approximate Value: \$20

THE BEST 32X GAMES



Blackthorne (Interplay)
Shadow Squadron (Sega)
Star Wars Arcade (Sega)
Virtua Fighter (Sega)
Virtua Racing Deluxe (Sega)



SUPER STAR FOX WEEKEND COMPETITION CARTRIDGE

Here's a game you should always be on the lookout for. Though the *Super Star Fox* Weekend cartridge looks similar to the standard-



issue *Star Fox* game for the Super NES, there's a huge difference in collectibility. Fewer than 2,000 copies of this rare cart are believed to exist—this number is referred

to by Nintendo on the special insert that came with the game, which was only available by mail-order through Nintendo's "Power Supplies" cat-

alog. These cartridges were used at Blockbuster Video retail locations

in tournaments held between April 30 and May 2, 1993. The local tournaments typically awarded a *Star Fox* jacket (also extremely rare) as a prize to the player with the



highest score at each location.

The game itself is four-minute timed version of the original *Star Fox*, with the full first stage of Corneria, the asteroid belt stage and an all-new bonus stage where

you get points for flying through rings and hitting targets until the timer runs down.

The *Super Star Fox* Weekend cartridge could fetch as much as \$225 in good condition...but there's al-

ways a chance that it may turn up in a stack of Super NES games at your local flea market or trade-in store. Now it's up to YOU to find one!



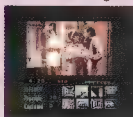
Dead Genre Society: Full-Motion Video Games



games are immediately identifiable by their presentation, where the



the category of its contents; as such, the FMV genre includes



the results, representing U.S. home consoles only.

Anyone who played video games at the dawn of the CD-ROM era (circa 1991) will remember a genre that has all but vanished: the Full-Motion Video Game. "FMV"

games are immediately identifiable by their presentation, where the goal is to interact with moving video footage in a number of creative ways. This style of game is recognized by the way you interact with it, not by



everything from shoot-'em-ups to sports games, from fantasy adventure to puzzles. I've recently revisited this dead genre and began building a list of games to collect. Here are

- ☐ **Brain Dead 13** (PlayStation, Saturn, 3DO, Jaguar CD, CD-i)
- ☐ **Bug Blasters: The Exterminators** (Sega CD)
- ☐ **Cobra Command** (Sega CD)
- ☐ **Corpse Killer** (Sega CD, 32X, Saturn, 3DO)
- ☐ **Crime Patrol** (Sega CD, 3DO, CD-i)
- ☐ **Double Switch** (Sega CD, Saturn)
- ☐ **Dracula Unleashed** (Sega CD)
- ☐ **Dragon's Lair** (Sega CD, 3DO, Jaguar CD, CD-i)
- ☐ **Dragon's Lair II: Time Warp** (CD-i)
- ☐ **Drug Wars** (3DO, CD-i)
- ☐ **Fahrenheit** (Sega CD, 32X)
- ☐ **Fox Hunt** (PlayStation)
- ☐ **Ground Zero Texas** (Sega CD)
- ☐ **J.B. Harold Murder Club** (TurboGrafx-CD)
- ☐ **Kids on Site** (Sega CD)
- ☐ **Kingdom: The Far Reaches** (3DO, CD-i)
- ☐ **Kingdom II: Shadoan** (CD-i)



- ☐ **The Last Bounty Hunter** (3DO)
- ☐ **LoadStar: The Legend of Tully Bodine** (Sega CD)
- ☐ **Mad Dog McCree** (Sega CD, 3DO, CD-i)
- ☐ **Mad Dog II: The Lost Gold** (3DO, CD-i)
- ☐ **Make My Video: INXS** (Sega CD)
- ☐ **Make My Video: Kris Kross** (Sega CD)
- ☐ **Make My Video: Marky Mark and the Funky Bunch** (Sega CD)
- ☐ **The Masked Rider: Kamen Rider Zo** (Sega CD)
- ☐ **Midnight Raiders** (Sega CD)
- ☐ **Mighty Morphin' Power Rangers** (Sega CD)
- ☐ **Night Trap** (Sega CD, 32X, 3DO)
- ☐ **Power Factory Featuring C+C Music Factory** (Sega CD)
- ☐ **Prize Fighter** (Sega CD)
- ☐ **Psychic Detective** (PlayStation, 3DO)
- ☐ **Quarterback Attack** (Saturn, 3DO)
- ☐ **Revenge of the Ninja** (Sega CD)
- ☐ **Road Avenger** (Sega CD)
- ☐ **Road Prosecutor** (Laseractive)
- ☐ **Sewer Shark** (Sega CD, 3DO)
- ☐ **Sherlock Holmes: Consulting Detective** (Sega CD, TurboGrafx-CD)
- ☐ **Sherlock Holmes: Consulting Detective Volume 2** (Sega CD, TurboGrafx-CD)
- ☐ **Slam City with Scottie Pippen** (Sega CD, 32X)
- ☐ **Snow Job** (3DO)
- ☐ **Space Ace** (Sega CD, 3DO, Jaguar CD, CD-i)
- ☐ **Space Pirates** (3DO)
- ☐ **Star Strike** (Sega CD)
- ☐ **Strahl** (3DO)
- ☐ **Supreme Warrior** (Sega CD, 32X, 3DO)
- ☐ **Surgical Strike** (Sega CD)
- ☐ **Time Gal** (Sega CD)
- ☐ **Tomcat Alley** (Sega CD)
- ☐ **Triad Stone** (Laseractive)
- ☐ **Voyeur** (CD-i)
- ☐ **Who Shot Johnny Rock?** (Sega CD, 3DO)
- ☐ **Wirehead** (Sega CD)
- ☐ **The X-Files** (PlayStation)

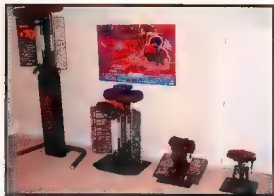


ROOM OF DOOM



Welcome to the truly unique room of Shawn Reed from Columbia, Tennessee. Shawn specifically collects games, hardware and memorabilia related to Nintendo's Virtual Boy system! His Room of Doom includes all 33 Virtual Boy games released worldwide—including a "mint" copy of the absurdly rare *Virtual Bowling*—plus practically every known Virtual Boy publication, peripheral and promotional item. Check out the four different Virtual Boy store display/demo units!

I invite you to send in your own personal "Room of Doom" photos for display in a future edition of *TIPS & TRICKS Collector's Closet*. Send two or three photos of your proudly-displayed games to "Room of Doom," c/o *TIPS & TRICKS*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211, and be sure to tell me about the highlights of your collection.



Collector's Closet



月刊 JAPAN REPORT!

by Anatole Brown Vol. 71

神遊機(iQue Player)

中国向けの最新デジタルゲーム機



iQue Player

At the recent Tokyo Game Show 2003, Nintendo revealed a new console called the iQue Player. Don't get too excited, Nintendo fans—the iQue Player will only be available in China! As the picture suggests, the iQue Player is an all-in-one controller unit with just an AV cable that extends to the TV. In fact, the controller looks like a strange hybrid between a GameCube controller and the original bulky Xbox controller! Games come in small cartridges that are inserted directly into the controller. Most of the available titles will be pre-GameCube Nintendo games from the N64 and Super Nintendo era. It's rumored that the first pack-in title will be *Super Mario 64*. The game cartridges are rewritable so that iQue players can go to "download stations" to acquire new games. The iQue Player will be released all across China by the spring of next year and will cost 498 yuan (about \$61) with a pack-in game, while individual games will be 48 yuan (about \$5.80) per download. Could the all-in-one design—and affordable pricing—of the iQue Player be a hint as to what Nintendo has planned for the next console after the GameCube? Plug and play!

Zaku GameCube & GBA

Mobile Suit Gundam fans crowded the Bandai booth at the Tokyo Game Show as they gawked at the bright red GameCubes and GBA SPs on display. The color and design of these limited edition units are based on Char Aznable's red leader Zaku, Gundam pilot Amuro Ray's number-one enemy. A gold Char insignia is printed on the GameCube's disc lid and controller, while the GBA SP has it



printed on the back side of the flip-top screen. The Nintendo GameCube Char Custom Box will be available on



November 27th at select retail outlets in Japan. It will come with a "secret" GameCube disc and a Zaku action figure. The GBA SP Char Custom Color will also go on sale November 27th and will be sold together with the upcoming GBA game *SD Gundam G Generation Advance* for 18,300 yen (about \$165). Unfortunately, a price for the GameCube was not announced at the show. Bandai has been warning customers that the red GameCube will see an extremely limited production, so don't be surprised to see a massive slumber party outside the stores of Tokyo's Akihabara electronics district the night before it hits the stores!

Starlight Gold GBA SP



Toys 'R' Us in Japan is selling a special Toys 'R' Us Exclusive Starlight Gold Game Boy Advance SP. The shiny gold color has proven to be a big hit in Japan and is flying off the shelves. Besides the game-specific special edition GBA SPs like *Mana Blue* and *Django Red*, there are currently six different solid color variations available in Japan since the launch of the GBA SP: Platinum Silver, Azurite Blue, Onyx Black, Pearl Pink, Pearl Blue and Starlight Gold. An interesting side note: Toys 'R' Us has become the largest toy retailer in Japan with over 130 stores throughout the country. The gigantic Toshimaen branch is said to be the biggest Toys 'R' Us store in the entire world!

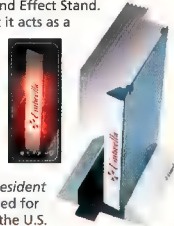
Biohazard Outbreak Goods

The highly-anticipated online survival horror game *Biohazard: Outbreak* (*Resident Evil: Outbreak* in the U.S.) will be released in Japan on December 11th—and Hori is rolling out some cool peripherals so that you can play the game in style. The Hori Umbrella Memory Card comes in a petri dish-style case, keeping in line with the "virus" theme of the game. Fans will recognize



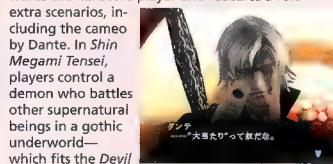
the logo of the Umbrella Corporation, the ubiquitous yet mysterious company responsible for creating all the havoc throughout the *Resident Evil* series. The other peripheral is called the Hori Umbrella Sound Effect Stand.

It's a little gimmicky, but it acts as a regular PS2 stand with a sound sensor that lights up the Umbrella logo along with the sound effects from the game. The Memory Card will retail for 2,800 yen (about \$26), while the PS2 stand will go for 2,680 yen (about \$24). *Resident Evil: Outbreak* is scheduled for a March release here in the U.S.



DEVIL MAY CAMEO

Atlus, along with Capcom, recently announced that Dante from Capcom's *Devil May Cry* series will make a special guest appearance in Atlus' upcoming PS2 game *Shin Megami Tensei: Nocturne Maniax*. The game is actually an updated version of *Shin Megami Tensei: Nocturne* which came out in Japan earlier this year, but is geared more towards the hardcore player and features a few extra scenarios, including the cameo by Dante. In *Shin Megami Tensei*, players control a demon who battles other supernatural beings in a gothic underworld—which fits the *Devil May Cry* theme to a "T." Dante appears in the game doing his usual line of work (Devil hunting) and attempts to exterminate you, since you are a product of the underworld. The *Shin Megami Tensei* series is an extremely popular and long-standing RPG series in Japan; unfortunately, it's virtually unknown in the U.S.



Hopefully, the addition of Dante will encourage Atlus to consider releasing *Shin Megami Tensei: Nocturne Maniax* over here.

BACK...IN BLACK.

Dark and mysterious...looming in the shadows...ready to strike vengeance on those who killed his family and secret love...his anger runs deep...he is one for blood this time...



To celebrate the release of **Ninja Gaiden™** for the **Xbox™**, Tecmo and **TIPS & TRICKS** are giving away **Ninja Gaiden prizes and Team Ninja games!**

GRAND PRIZE (one winner)

- (1) Xbox™ video game system
- (1) **Ninja Gaiden** collectible poster autographed by Team Ninja
- (1) **Ninja Gaiden** limited-edition standee
- (1) **Ninja Gaiden** T-shirt

FIRST PRIZE (five winners)

Each will receive...

- (1) **Dead or Alive 3** game for the Xbox™
- (1) **Ninja Gaiden** collectible poster autographed by Team Ninja
- (1) **Ninja Gaiden** T-shirt

SECOND PRIZE (ten winners)

Each will receive...

- (1) **Ninja Gaiden** T-shirt

TO ENTER:

To enter, you must answer the following question:

Q: Who is the main character in the Ninja Gaiden series?

Send the answer on a postcard (no envelopes, please) with your name, address, phone number and e-mail address (if you have one) to:

Ninja Gaiden Contest
c/o **TIPS & TRICKS**
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

or complete the online entry form at
www.tipstricks.com

Deadline for entries is January 15, 2004.

Winners will be chosen in a random drawing from all correct entries on January 16, 2004.

GOOD LUCK!

RATING PENDING



Visit www.esrb.org or call 1-800-771-3772 for Rating Information.



ENTRY AND OFFICIAL RULES: NO PURCHASE NECESSARY TO ENTER OR WIN. CONTEST IS OPEN TO MAIL-IN (Post Card) OR ONLINE ENTRIES. Participation in the Contest constitutes entrant's full and unconditional agreement to and acceptance of these Official Rules. The **NINJA GAIDEN CONTEST** will occur on January 16, 2004, deadline for entry is 5:00 p.m. PST January 15, 2004. The Contest is sponsored by **TIPS & TRICKS Magazine**, 8484 Wilshire Boulevard, Suite 900, Beverly Hills, CA 90211 and **TECMO Inc.**, 21235 Hawthorne Blvd., Torrance, CA 90503 (collectively, the "Sponsor"). Eligibility: The Contest is open to persons of any age other than employees, officers, and directors of the Sponsor, its affiliates, subsidiaries, advertising agencies, and fulfillment agencies as well as their respective immediate family members and persons living in their same household. Residents - Arizona are not eligible to participate. Winners under 17 years of age will be required to provide written consent from legal parent or guardian before prizes are awarded. How to Enter: You can enter the contest by mailing a post card containing the words "NINJA GAIDEN CONTEST" and your answer to the Contest question, along with your name, age, address, e-mail address (if you have one) and city, state, zip code and telephone number to **NINJA GAIDEN CONTEST**, c/o **TIPS & TRICKS**, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211, or by logging on to www.tipstricks.com and completing the online entry form. Only fully completed entries are eligible for the contest, with your name, age, address, e-mail address (if entrant has an e-mail address), and, if not, the words "NO EMAIL ADDRESS" printed on the card and phone number. **ONLY ONE ENTRY PER PERSON IS PERMITTED. MULTIPLE ENTRIES BY THE SAME PERSON WILL DISQUALIFY ENTRANT. NO PURCHASE IS REQUIRED TO ENTER OR WIN THE CONTEST.** How to Win: The Winner will be selected at random (a representative - **TIPS & TRICKS Magazine** on January 11, 2004 at 1:00 PM PST from among all eligible completed entries that correctly answer the question "Who is the main character in the Ninja Gaiden series", subject to verification. One (1) entry will be selected for the Contest's Grand Prize: an Xbox video game system, a **Ninja Gaiden** limited-edition standee, a collectible poster autographed by Team Ninja and a T-shirt (total value \$950). For the Contest's "First Prize" - Winner(s): a **Dead or Alive 3** Platinum Edition game for the Xbox, a collectible poster autographed by Team Ninja and a T-shirt (total value \$50). For the Contest's "Second Prize" - Winner(s): a **Ninja Gaiden** T-shirt (total value \$25). No alternative prizes, cash, or other substitutions are permitted except as Sponsor's discretion. Prizes are nontransferable. All federal, state, and/or local taxes are the sole responsibility of the Winner(s). Selection of Winner(s): **NO PURCHASE IS REQUIRED TO ENTER OR WIN THE CONTEST.** Winner will be selected from all eligible entries received by January 15, 2004. All decisions of Sponsor are final and binding. Odds of winning will be determined by the number of eligible entries received prior to the entry closing. 40,000 notices of the sweepstakes will be distributed. After being contacted by Sponsor by telephone or mail, the winners will have 10 days from date of notification to claim their prizes by U.S. mail to the Sponsor's address. Sponsor is not responsible for and shall not be liable for late, lost, misdirected, or unsuccessful efforts to notify winners. Winners may be required to sign and return a release/liability declaration (eligibility, and a publicity consent agreement, all within 10 days of acknowledged notification. Winners may be required to have photographs taken. If a winner's entry becomes ineligible, prizes will be awarded to an alternative winner. By accepting the prize, winners agree to the use of their names, voices and/or likenesses for the purpose of advertising, trade, or promotion of any (or all) of the Sponsor without further compensation. If a selected winner cannot be contacted, is ineligible, fails to claim the prize, or fails to timely return the completed and executed declaration and releases as may be required, the prizes may be forfeited and alternate winners selected. General Terms and Conditions: By entering the **NINJA GAIDEN CONTEST**, each participant agrees to be bound by these Official Rules and the decisions of the Sponsor, which shall be final. 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